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# FINAL FANTASY CHRONICLES™

OFFICIAL STRATEGY GUIDE



## FINAL FANTASY® IV



This game has received the following rating from the ESRB.



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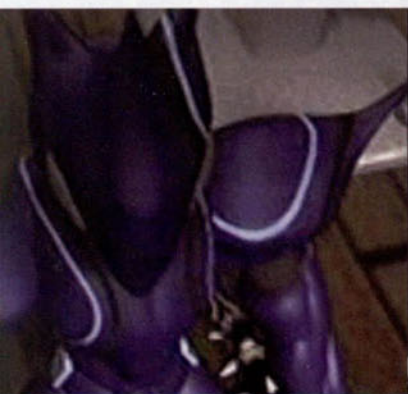
**SQUARESOFT™**



# FINAL FANTASY CHRONICLES™

OFFICIAL STRATEGY GUIDE

## FINAL FANTASY IV®



QUARESOF™



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## INTRODUCTION

What a truly great honor it is to write strategies for these two incredible games! Both are established classics in the RPG genre, and are still sought out and referred to even in these days of high-tech 3D and massive polygon counts.

This portion of the guide covers *Final Fantasy IV*. This game was originally released in Japan several years ago as *Final Fantasy IV Hard Type*. So please prepare for a very challenging experience!

How is the game more challenging? In most RPGs, combat takes place in "rounds". Usually in a round, all the characters get to go, and then the enemies. But in this version of *Final Fantasy IV*, the enemies get to attack each of your characters' "turns". So for each battle command you enter, the entire enemy party gets to attack your party. By the time you reach your third turn, your entire party might be in sore shape.

The key to beating this game is character level. As the heroes gain experience points and attain new levels, their strength, combat speed and other statistics will rise. So if you have entered a new area and the regular enemies seem incredibly difficult, just keep wandering the area having random battles until the fights aren't so tough. When the enemies stop "Ambushing" and "Back Attacking" you, it's a good sign that your characters have reached a more comfortable level for moving ahead.

The worst thing you can do is plunge ahead and try to beat this game quickly. Follow our "Suggested Levels" listed at the start of each new area that has enemies, and try to reach that level before entering.

Other than that, I'd like to mention what an honor it is to write the strategy guide for the game that truly started the whole *Final Fantasy* phenomenon! With the release of this game, the hype really took off. You'll be happy to learn more about the importance of magic and the Crystals to the overall story, which are mentioned only briefly in the recent games. RPG players everywhere can gain a greater understanding of the roots of this fantastic game series, and I'm really glad that our friends at Squaresoft have decided to release this more challenging version of the game on these shores.



# CHARACTERS

## CECIL

Cecil is commander of Baron Kingdom's fleet of military airships, the Red Wings. He started as a platoon leader of the Baron Army, during which time his strength was recognized. Under the king's orders, he trained to master the dark sword and became a dark knight. Around the same time, Baron's first Royal Air Force was established, and the king appointed Cecil captain of the fleet.

Orphaned at a young age, Cecil's growth is attributed mostly to his natural ability. The king of Baron adopted him when he was two and raised him. Cecil entered Baron's military academy with schoolmate Kain upon graduating secondary school.

**BIRTHPLACE:**
*Unknown*
**AGE:**
*20*
**CLASS:**
*Dark Knight*

## KAIN

Kain is commanding officer of the dragon knights, also known as the dragoons, a crack military squad noted for their abilities to control dragons and fight in the air. Making full use of their power, the dragoons reigned supreme for a long time among Baron's military ranks, until the invention of the airship.

Kain lost his father, who was also a dragon knight, at a young age. He claims that being a dragoon makes him feel closer to his father. Kain is a man who takes great pride in his heritage.

**BIRTHPLACE:**
*Baron*
**AGE:**
*21*
**CLASS:**
*Dragoon*

## ROSA

Rosa grew up with Cecil and Kain. She was born and raised in a noble family, receiving special education in archery at a tender age. Now an expert, she is second to none with projectiles. As one of Baron's white mages, she heals the sick and wounded.

Rosa chose to become a white mage because of her feelings for Cecil. Just as her mother and father fought together in their youth, she wishes to fight alongside the dark knight.

**BIRTHPLACE:**
*Baron*
**AGE:**
*19*
**CLASS:**
*White Mage*

## CID

Cid is the inventor of the airship. Passionate about the skies, he deciphered the ancient writings of Baron and learned the ancient skill of "Levitation." He combined this skill with his theory of aeronautics, and eventually developed an airship. Being an honest craftsman, Cid is disgruntled that his creation is used for military purposes. Yet under imperial commendation, he is appointed chief airship engineer.

Cid has lived alone with his daughter since his wife passed away. He treats Cecil like a son, and often took the lad for rides on his airships in the past.

**BIRTHPLACE:**
*Baron*
**AGE:**
*54*
**CLASS:**
*Engineer*

## RYDIA

Rydia is a summoner of Mist Village. When she was born as a summoner of pure blood, the occasion was celebrated by the entire village, and she was raised with care by everyone. She possesses the remarkable ability to summon monsters and deities. Typically young girls make far more powerful summoners than adults, because entities of the Land of Summons tend to be more trusting of those who are pure of heart. Rydia's innocence helps maximize her ability.

**BIRTHPLACE:**
*Mist*
**AGE:**
*7*
**CLASS:**
*Summoner*



## TELLAH

Tellah now lives in Kaipo, but he spent his younger days as a famous sage in Mysidia. With his intelligence, he managed to decipher numerous ancient magic scrolls. But one day he completely lost control of his magic, and injured many mages as a result.

In repentance, Tellah left Mysidia. Eventually marrying an ordinary girl from a nearby village, he was blessed with a daughter named Anna. Since his wife's death years ago, Tellah has devoted all his attention to Anna. He has a tendency to lose his head when it comes to his daughter. Over time, he has forgotten most of his magic.

**BIRTHPLACE:**
*Mysidia*
**AGE:**

60

**CLASS:**
*Sage*

## EDWARD

Edward is the prince of Damcyan, heir to become the seventh king of the region. Reared in an indulgent royal family during peaceful times, Edward grew up to be a mild-mannered young man.

As a Damcyan royal, it is important to excel in recitation and business skills. Edward has been blessed with a talent for oration, and he is admired by the citizens of the kingdom. Yet he shows no interest in business or wealth. He leaves his kingdom for a while and wanders the world as a minstrel.

**BIRTHPLACE:**
*Damcyan*
**AGE:**

24

**CLASS:**
*Bard*

## YANG

Yang is a taciturn, composed man who is the leader of the monks of Fabul. He has trained intensively from an early age and become the most powerful martial artist among his peers. Yet he doesn't bask in his glory, which makes him a character of high repute.

**BIRTHPLACE:**
*Fabul*
**AGE:**

35

**CLASS:**
*Monk*

## PALOM & POROM

Long ago, magic was sealed away by a wise man. Hence, learning magic was considered a Herculean task. The twins Palom and Porom studied different types of magic from an early age. They both learned at an incredible pace, like the wizards of ancient times. Their parents were astounded at their talent, and decided to place the children under the tutelage of the village elder.

Palom is a restless and slightly ill-mannered youth, almost always up to mischief. He is often punished for playing pranks on the village elder. Porom, calm and well-mannered, assumes the role of the older sister and often scolds Palom for his behavior. The village elder is fond of them both, and has a lot of confidence in their abilities.

**BIRTHPLACE:**
*Mysidia*
**AGE:**

5

**CLASS:**
*Palom: Black Mage  
Porom: White Mage*

## EDGE

Edge is the royal prince of Eblan, and the only successor to the throne. A brash and confident young man, Edge hates losing at anything or feeling restrained in life. But beneath his intense exterior lies a kind-hearted personality. With a resolute sense of justice, he is not easily manipulated by strong individuals. This enduring spirit makes him popular among the masses. He possesses all the necessary qualities to be king.

**BIRTHPLACE:**
*Eblan*
**AGE:**

26

**CLASS:**
*Ninja*

## FUSOYA

FuSoYa is an entity of unknown origin. This creature somehow knows everything: the terrible battles that pervade the earth, the dark conspiracies of a villain, and the distress of a young man's heart filled with destiny. He observes the conflict between two key figures, which will ultimately unseal the legendary path.

**BIRTHPLACE:**
*Unknown*
**AGE:**
*Unknown*
**CLASS:**
*Lunarian*



# MAGIC SPELLS & SUMMONS

Spells are learned by mages, sages, and paladins as they increase in level. Summons are learned only by summoners, namely Rydia. They call upon an entity to aid the party in some way, such as fighting for or healing them. Some summons require certain items to be obtained before Rydia can learn them.

Spells and summons require MP (Magic Points) to cast. They can all be cast in battle as long as MP remains. Some spells can be cast outside of battle to remove status impairments or heal wounds. MP can be replenished by resting in a Tent, a Cabin, or at an Inn. Ethers can be consumed to replenish MP as well, but are best reserved for emergency situations or boss fights.



| CHARACTER KEY |        |
|---------------|--------|
| C             | Cecil  |
| R             | Rydia  |
| T             | Tellah |
| E             | Edward |
| Y             | Yang   |
| F             | FuSoYa |
| Ro            | Rosa   |
| Pa            | Palom  |
| Po            | Porom  |
| Cd            | Cid    |
| Eg            | Edge   |

Each spell requires a certain amount of time to cast. Some spells can only be cast on one character or monster, but some can be cast on the whole enemy party or the whole hero party. To select multiple targets, first select one character or enemy, then press left or right on the directional buttons until cursor hands point to every character or enemy in the party. When spells are cast on multiple targets, the effects are diffused among those targets. This means that if a Cure spell is cast on multiple targets, everyone will regain less HP than if the spell were targeted at one party member alone. Likewise, the effect of support magic will be shorter in duration when cast on multiple targets.

## BLACK MAGIC

### OFFENSIVE

| NAME  | MP | EFFECT  | CASTERS  | TARGET       |
|-------|----|---|----------|--------------|
| Bolt1 | 5  | Lightning elemental damage.                   | R/T/Pa/F | Single/Mult. |
| Bolt2 | 15 | Stronger lightning elemental damage.          | R/T/Pa/F | Single/Mult. |
| Bolt3 | 30 | Strongest lightning elemental damage.         | R/T/Pa/F | Single/Mult. |
| Fire1 | 5  | Fire elemental damage.                        | R/T/Pa/F | Single/Mult. |
| Fire2 | 15 | Stronger fire elemental damage.               | R/T/Pa/F | Single/Mult. |
| Fire3 | 30 | Strongest fire elemental damage.              | R/T/Pa/F | Single/Mult. |
| Ice1  | 5  | Ice elemental damage.                         | R/T/Pa/F | Single/Mult. |
| Ice2  | 15 | Stronger ice elemental damage.                | R/T/Pa/F | Single/Mult. |
| Ice3  | 30 | Strongest ice elemental damage.               | R/T/Pa/F | Single/Mult. |
| Venom | 2  | Gradually decreases HP.                       | R/T/Pa/F | Single/Mult. |
| Bio   | 20 | Non-elemental damage. Gradually decreases HP. | R/T/Pa/F | Single/Mult. |
| Stone | 15 | Causes Petrify.                               | R/T/Pa/F | Single/Mult. |
| Wind  | 25 | Powerful wind causes critical damage.         | R/T/Pa/F | Single       |
| Quake | 30 | Earthquake causes earth elemental damage.     | R/T/Pa/F | Multiple     |
| Death | 35 | KO's target instantly.                        | R/T/Pa/F | Single       |
| Flare | 50 | Causes damaging explosion.                    | R/T/Pa/F | Single       |
| Meteo | 99 | Causes a meteor shower that damages enemies.  | R/T/Pa/F | Multiple     |

### SUPPORT

| NAME  | MP | EFFECT  | CASTERS  | TARGET       |
|-------|----|---|----------|--------------|
| Psych | 0  | Absorbs target's MP.                          | R/T/Pa/F | Single       |
| Piggy | 1  | Transforms target to pig, or restores state.  | R/T/Pa/F | Single/Mult. |
| Toad  | 7  | Transforms target to toad, or restores state. | R/T/Pa/F | Single/Mult. |
| Sleep | 12 | Puts target to sleep. Attack to wake.         | R/T/Pa/F | Single/Mult. |
| Stop  | 15 | Prevents action.                              | R/T/Pa/F | Single       |
| Drain | 18 | Absorbs target's HP.                          | R/T/Pa/F | Single       |

### OTHER

| NAME | MP | EFFECT                               | CASTERS  | TARGET   |
|------|----|--------------------------------------|----------|----------|
| Warp | 4  | Warps party up one level in dungeon. | R/T/Pa/F | Multiple |





# NINJA MAGIC

Only Edge can use Ninja magic.

## OFFENSIVE

| NAME  | MP | EFFECT                                  | TARGET   |
|-------|----|---|----------|
| Flame | 15 | Engulfs enemy in fire.                  | Multiple |
| Flood | 20 | Causes tsunami that damages enemies.    | Multiple |
| Blitz | 25 | Calls down lightning to damage enemies. | Multiple |

## SUPPORT

| NAME  | MP | EFFECT  | TARGET |
|-------|----|---|--------|
| Pin   | 5  | Pins target, temporarily prevents it from acting. | Single |
| Image | 6  | Creates target's double, raises evasion rate.     | Single |

## OTHER

| NAME  | MP | EFFECT                               | TARGET   |
|-------|----|--------------------------------------|----------|
| Smoke | 10 | Creates smoke to help allies escape. | Multiple |

# SUMMON MAGIC

Only Rydia can use summon magic.

## RECOVERY

| NAME  | MP | EFFECT   | TARGET   |
|-------|----|--|----------|
| Asura | 50 | Randomly casts Armor, Cure3, or Life1 on allies. | Multiple |

## OFFENSIVE

| NAME               | MP | EFFECT                                  | TARGET   |
|--------------------|----|---|----------|
| Imp                | 1  | Attacks enemy with ImpPunch.            | Single   |
| Chocb (Chocobo)    | 7  | Attacks enemy with Chocobo Kick.        | Single   |
| Bomb               | 10 | Damages enemy with an explosion.        | Single   |
| Mage               | 18 | Attacks the enemy with Blast.           | Single   |
| Mist (Mist Dragon) | 20 | Attacks all enemies with mist.          | Multiple |
| Cocat (Cocatrice)  | 15 | Petrifies enemy with Gorgon attack.     | Single   |
| Ifrit              | 30 | Damages all enemies with fire.          | Multiple |
| Shiva              | 30 | Damages all enemies with ice.           | Multiple |
| Ramuh              | 30 | Damages all enemies with lightning.     | Multiple |
| Titan              | 40 | Damages all enemies with an earthquake. | Multiple |
| Odin               | 45 | KO's all enemies. (Not guaranteed.)     | Multiple |
| Levia (Leviatan)   | 50 | Damages all enemies with Tsunami.       | Multiple |
| Baham (Bahamut)    | 60 | Damages all enemies with MegaFire.      | Multiple |

## SUPPORT

| NAME  | MP | EFFECT                                     | TARGET |
|-------|----|--|--------|
| Sylph | 25 | Absorbs enemy HP, transfers to all allies. | Single |



# TWIN MAGIC

Only Palom and Porom combined can use Twin magic. Both must be alive, in the party, and have enough MP in order to use it.

## OFFENSIVE

| NAME  | MP | EFFECT                     | TARGET   |
|-------|----|----------------------------|----------|
| Pyro  | 10 | A weaker version of Flare. | Multiple |
| Comet | 20 | A weaker version of Meteo. | Multiple |

# WHITE MAGIC

## RECOVERY

| NAME  | MP | EFFECT                                       | CASTERS       | TARGET       |
|-------|----|--|---------------|--------------|
| Cure1 | 3  | Restores some HP. Damages undead.            | C/Ro/R/T/Po/F | Single/Mult. |
| Cure2 | 9  | Restores more HP than Cure1. Damages undead. | C/Ro/T/Po/F   | Single/Mult. |
| Cure3 | 18 | Restores more HP than Cure2. Damages undead. | Ro/T/Po/F     | Single/Mult. |
| Cure4 | 40 | Restores more HP than Cure3. Damages undead. | Ro/T/Po/F     | Single/Mult. |
| Esuna | 20 | Cures all status abnormalities except KO.    | C/Ro/T/Po/F   | Single       |
| Life1 | 8  | Cures KO.                                    | Ro/T/Po/F     | Single       |
| Life2 | 52 | Cures KO and restores maximum HP.            | Ro/T/Po/F     | Single       |

## DEFENSIVE

| NAME  | MP | EFFECT  | CASTERS   | TARGET       |
|-------|----|---|-----------|--------------|
| Blink | 8  | Creates target's double, raises evasion rate. | Ro/T/Po/F | Single       |
| Float | 8  | Levitate, avoid earth damage.                 | Ro/T/Po/F | Single/Mult. |
| Armor | 9  | Reduces physical damage received.             | Ro/T/Po/F | Single/Mult. |
| Shell | 10 | Reduces magic damage received.                | Ro/T/Po/F | Single/Mult. |
| Wall  | 30 | Reflects magic back at caster.                | Ro/T/Po/F | Single       |

## OFFENSIVE

| NAME | MP | EFFECT                    | CASTERS   | TARGET |
|------|----|---------------------------|-----------|--------|
| Holy | 46 | Causes tremendous damage. | Ro/T/Po/F | Single |

## SUPPORT

| NAME  | MP | EFFECT                                      | CASTERS     | TARGET       |
|-------|----|---|-------------|--------------|
| Hold  | 5  | Stops target.                               | Ro/R/T/Po/F | Single       |
| Mini  | 6  | Shrinks target, reduces ATK and DEF.        | Ro/T/Po/F   | Single/Mult. |
| Mute  | 6  | Causes Silence, prevents spell-casting.     | Ro/T/Po/F   | Single/Mult. |
| Charm | 10 | Causes Confuse, makes target erratic.       | Ro/T/Po/F   | Single       |
| Dspel | 12 | Dispels magic defense status.               | Ro/T/Po/F   | Single       |
| Slow  | 14 | Increases delay between actions.            | Ro/T/Po/F   | Single/Mult. |
| Bersk | 18 | Raises ATK pwr. but character attacks only. | Ro/T/Po/F   | Single       |
| Haste | 25 | Decreases time between actions.             | Ro/T/Po/F   | Single       |

## OTHER

| NAME  | MP | EFFECT                                       | CASTERS       | TARGET   |
|-------|----|--|---------------|----------|
| Scan  | 1  | Determines target's HP, MP, weakness.        | C/Ro/T/Po/F   | Single   |
| Sight | 2  | Zooms out to view surroundings.              | C/Ro/R/T/Po/F | N/A      |
| Exit  | 10 | Warps party out of dungeon or out of battle. | C/Ro/T/Po/F   | Multiple |



# EQUIPMENT

The key to success in *Final Fantasy IV* is to equip your characters with the best weapons, shields, helmets, armor, and arm gear available. When you find new items while traversing dungeons and lairs, don't take another step until you've checked their advantages against those of your current equipment. Often you'll find it beneficial to equip a new item immediately.

## FIGHTING EFFECTIVELY

When entering a new domain, always consult the Bestiary at the start of each new section of the **Walkthrough** chapter. Learn your enemies' weaknesses and be ready to exploit them.

During battle, you may encounter an enemy that is weak against "Projectiles." Luckily, you can change the weapons in your characters' right and left hands during battle using the "Item" command. Press up until you can see the currently equipped weapon, then replace it with something else from the inventory.

The strongest weapon or armor isn't always the best one to equip. For instance, if you are in an area with a lot of fire-breathing enemies, you should equip armor that reduces fire damage by half, even if it is low in Defense. Likewise, a weapon such as IceBrand is likely to damage fire-based creatures more effectively than even stronger knight or holy swords. Or if the monsters in the woods are inflicting the party with a myriad of status effects, equip armor, helmets, and arm gear that prevent different status ailments. Even if this armor is the weakest in your inventory, the party will still have an easier time if they're not all blind and mute!

## CHARACTER KEY

|     |                      |
|-----|----------------------|
| C   | Cecil                |
| CDK | Cecil as Dark Knight |
| K   | Kain                 |
| Ro  | Rosa                 |
| Cd  | Cid                  |
| R   | Rydia                |
| T   | Tellah               |
| E   | Edward               |
| Y   | Yang                 |
| Pa  | Palom                |
| Po  | Porom                |
| Eg  | Edge                 |
| F   | FuSoYa               |

## WEAPONS

### DARK SWORD

| NAME   | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|--------|--------|---------------|---------------|--------------|-------|
| Shadow | 10     | CDK           | Shadow        |              |       |
| Dark   | 20     | CDK           | Shadow        |              |       |
| Death  | 30     | CDK           | Shadow, KO    |              |       |

### HOLY SWORD

| NAME     | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS   | PRICE |
|----------|--------|---------------|---------------|----------------|-------|
| Legend   | 40     | C             | Holy          | Spirit, Undead |       |
| Light    | 99     | C             | Holy          | Spirit, Undead |       |
| Excalbur | 160    | C             | Holy          | Spirit, Undead |       |
| Ragnarok | 200    | C             | Holy          | Spirit, Undead |       |

### KNIGHT SWORD

| NAME     | ATTACK | WHO CAN EQUIP | ADDED EFFECTS                  | EFFECTIVE VS          | PRICE |
|----------|--------|---------------|--------------------------------|-----------------------|-------|
| Ancient  | 35     | C/K           | Curse                          | Spirit                |       |
| BloodSwd | 45     | C/K           | Absorb HP                      |                       |       |
| Mythril  | 50     | C/K           |                                | Spirit                | 6000  |
| Sleep    | 55     | C/K           | Sleep                          |                       |       |
| Flame    | 65     | C/K           | Fire                           | Ice, Undead           | 14000 |
| IceBrand | 75     | C/K           | Ice                            | Fire, Insect, Reptile | 26000 |
| Gorgon   | 77     | C/K           | Gradual Petrify                |                       |       |
| Avenger  | 80     | C/K           | Causes Berserk when equipped   |                       |       |
| Defense  | 105    | C/K           | Defense improves when equipped |                       |       |

### DAGGER

| NAME     | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------|---------------|--------------|-------|
| Mythril  | 20     | C/K/R/E/Pa/Eg |               | Spirit       | 3000  |
| Dancing  | 28     | C/K/R/E/Pa/Eg |               |              | 5000  |
| MageMash | 35     | C/K/R/E/Pa/Eg | Silence       | Mage         |       |
| Knife    | 255    | *N/A          | Projec        | Aerial       |       |

### NINJA SWORD

| NAME     | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------|---------------|--------------|-------|
| Kunai    | 25     | Eg            |               |              | 4000  |
| Ashura   | 32     | Eg            |               |              | 7000  |
| Kotetsu  | 40     | Eg            |               |              | 11000 |
| Kikuichi | 48     | Eg            |               |              |       |
| Murasame | 55     | Eg            |               |              |       |
| Masamune | 55     | Eg            |               |              |       |



## AXE

| NAME     | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------|---------------|--------------|-------|
| Dwarf    | 62     | C/K           |               |              | 15000 |
| Ogre     | 80     | C/K           |               | Giant        | 45000 |
| VenomAxe | 95     | C/K           | Poison        | Giant        |       |
| Rune Axe | 100    | C/K           |               | Mage         |       |

## SPEAR

| NAME     | ATTACK | WHO CAN EQUIP | ADDED EFFECTS     | EFFECTIVE VS                  | PRICE |
|----------|--------|---------------|-------------------|-------------------------------|-------|
| Spear    | 9      | K             | Projec            | Aerial                        | 60    |
| WindSpr  | 55     | K             | Projec            | Aerial                        |       |
| FireSpr  | 66     | K             | Projec. Fire      | Aerial, Ice, Undead           | 11000 |
| IceSpear | 77     | K             | Projec. Ice       | Aerial, Fire, Insect, Reptile | 21000 |
| BloodSpr | 88     | K             | Projec. Absorb HP | Aerial                        |       |
| Gungnir  | 92     | K             | Projec            | Aerial                        |       |
| Dragon   | 99     | K             | Projec            | Aerial, Dragon                |       |
| HolyLnce | 109    | K             | Projec. Holy      | Aerial, Spirit, Undead        |       |

## CLAW

| NAME     | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS          | PRICE |
|----------|--------|---------------|---------------|-----------------------|-------|
| BoltClaw | 0      | Y/Eg          | Bolt          | Water, Machine        | 550   |
| IceClaw  | 0      | Y/Eg          | Ice           | Fire, Insect, Reptile | 450   |
| HellClaw | 0      | Y/Eg          | Poison        |                       |       |
| CatClaw  | 0      | Y/Eg          | Sleep         |                       |       |
| FireClaw | 0      | Y/Eg          | Fire          | Ice, Undead           | 350   |
| Fairy    | 0      | Y/Eg          | Confuse       | Giant                 |       |

## HARP

| NAME    | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|---------|--------|---------------|---------------|--------------|-------|
| Dreamer | 8      | E             | Sleep         |              |       |
| Lamia   | 18     | E             | Confuse       |              |       |

## HAMMER

| NAME    | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS    | PRICE |
|---------|--------|---------------|---------------|-----------------|-------|
| Wooden  | 45     | Cd            |               | Machine         | 80    |
| Mythril | 55     | Cd            |               | Machine, Spirit | 8000  |
| Gaia    | 65     | Cd            |               | Machine         |       |

## STAFF

| NAME    | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|---------|--------|---------------|---------------|--------------|-------|
| Staff   | 4      | C/Ro/R/T/Po/F |               |              | 160   |
| Cure    | 8      | C/Ro/T/Po/F   |               |              | 480   |
| Mythril | 12     | C/Ro/T/Po/F   |               | Undead       | 4000  |
| Power   | 30     | Ro/T/Po/F     | Berserk       |              | 2000  |
| Lunar   | 36     | Ro/T/Po/F     |               |              | 7000  |
| Sage    | 48     | Ro/T/Po/F     |               |              |       |
| Silence | 52     | Ro/T/Po/F     | Silence       | Mage         |       |

## ROD

| NAME     | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS          | PRICE |
|----------|--------|---------------|---------------|-----------------------|-------|
| Rod      | 3      | R/T/Pa/F      |               |                       | 100   |
| IceRod   | 5      | R/T/Pa/F      | Ice           | Fire, Insect, Reptile | 220   |
| FlameRod | 7      | R/T/Pa/F      | Fire          | Ice, Undead           | 380   |
| Thunder  | 10     | R/T/Pa/F      | Bolt          | Water, Machine        | 700   |
| Lilith   | 13     | R/T/Pa/F      | Absorb HP     |                       |       |
| Change   | 15     | R/T/Pa/F      | Pig           |                       |       |
| FairyRod | 30     | R/T/Pa/F      | Confuse       |                       | 5000  |
| Stardust | 45     | R/T/Pa/F      |               |                       |       |

## WHIP

| NAME     | ATTACK | WHO CAN EQUIP | ADDED EFFECTS  | EFFECTIVE VS   | PRICE |
|----------|--------|---------------|----------------|----------------|-------|
| Whip     | 20     | R             | Paralyze       |                | 3000  |
| Chain    | 30     | R             | Paralyze       |                | 6000  |
| Blitz    | 40     | R             | Paralyze, Bolt | Water, Machine | 10000 |
| FireLash | 50     | R             | Paralyze, Fire | Ice, Undead    |       |
| Serpent  | 55     | R             | Paralyze       | Dragon         |       |



## BOW

| NAME     | ATTACK | WHO CAN EQUIP       | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------------|---------------|--------------|-------|
| ShortBow | 10     | C/Ro/Cd/R/E/Pa/Po/F | Projec        | Aerial       | 220   |
| Crossbow | 20     | C/Ro/Cd/R/E/Pa/Po/F | Projec        | Aerial       | 700   |
| GreatBow | 30     | C/Ro/Cd/R/E/Pa/Po/F | Projec        | Aerial       | 2000  |
| Archer   | 40     | C/Ro/Cd/R/E/Pa/Po/F | Projec        | Aerial       | 3000  |
| ElvenBow | 50     | C/Ro/Cd/R/E/Pa/Po/F | Projec        | Aerial, Mage |       |
| Yoichi   | 60     | C/Ro/Cd/R/E/Pa/Po/F | Projec        | Aerial       |       |
| Artemis  | 80     | C/Ro/Cd/R/E/Pa/Po/F | Projec        | Aerial       |       |

## ARROW

| NAME     | ATTACK | WHO CAN EQUIP       | ADDED EFFECTS | EFFECTIVE VS   | PRICE |
|----------|--------|---------------------|---------------|----------------|-------|
| Medusa   | 1      | C/Ro/Cd/R/E/Pa/Po/F | Petrify       |                |       |
| Brass    | 3      | C/Ro/Cd/R/E/Pa/Po/F |               |                | 10    |
| Holy     | 10     | C/Ro/Cd/R/E/Pa/Po/F | Holy          | Spirit, Undead | 20    |
| Fire     | 15     | C/Ro/Cd/R/E/Pa/Po/F | Fire          | Ice, Undead    | 30    |
| Bolt     | 15     | C/Ro/Cd/R/E/Pa/Po/F | Bolt          | Water, Machine | 30    |
| Darkness | 20     | C/Ro/Cd/R/E/Pa/Po/F | Darkness      |                | 40    |
| Poison   | 30     | C/Ro/Cd/R/E/Pa/Po/F | Poison        |                | 70    |
| Mute     | 35     | C/Ro/Cd/R/E/Pa/Po/F | Silence       | Mage           | 100   |
| Angel    | 40     | C/Ro/Cd/R/E/Pa/Po/F | Confuse       | Giant          | 110   |
| Yoichi   | 50     | C/Ro/Cd/R/E/Pa/Po/F |               |                | 140   |
| Artemis  | 75     | C/Ro/Cd/R/E/Pa/Po/F |               | Dragon         |       |

## BOOMERANG

| NAME      | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|-----------|--------|---------------|---------------|--------------|-------|
| Boomerang | 20     | Eg            | Projec        | Aerial       | 3000  |
| FullMoon  | 40     | Eg            | Projec        | Aerial       |       |

## NINJA STAR

| NAME     | ATTACK | WHO CAN EQUIP | ADDED EFFECTS | EFFECTIVE VS | PRICE |
|----------|--------|---------------|---------------|--------------|-------|
| Shuriken | 40     | *N/A          | Projec        | Aerial       | 20000 |
| Fuma     | 80     | *N/A          | Projec        | Aerial       | 50000 |

\*Knife, Shuriken, and Fuma cannot be equipped. Use them with Edge's Throw command.

## SPECIAL WEAPONS

The following weapons can be used with the Item command during battle. Just as with general items like Potions and Ethers, each of these weapons will have an effect.

| NAME     | EFFECT                            |
|----------|-----------------------------------|
| Sleep    | Casts Sleep                       |
| Defense  | Casts Armor                       |
| FireSpr  | Casts Fire2                       |
| IceSpear | Casts Ice2                        |
| HolyLnce | Casts Holy                        |
| VenomAxe | Casts Venom                       |
| ElvenBow | Casts Shell                       |
| Dancing  | Hurls a dagger at the enemy       |
| Murasame | Casts Armor                       |
| Masamune | Casts Haste                       |
| Gaia     | Casts Gaia, causing an earthquake |
| Rod      | Fires an energy bolt at the enemy |
| IceRod   | Casts Ice1                        |

| NAME     | EFFECT                                      |
|----------|---|
| FlameRod | Casts Fire1                                 |
| Thunder  | Casts Bolt1                                 |
| Change   | Casts Piggy                                 |
| FairyRod | Casts Charm                                 |
| Stardust | Casts Comet                                 |
| Lilith   | Casts Psych                                 |
| Staff    | Cures Poison                                |
| Cure     | Casts Cure1 on all allies                   |
| Mythril  | Cures Paralyze, Sleep, Confuse, and Berserk |
| Power    | Casts Bersk                                 |
| Lunar    | Casts Dspel                                 |
| Sage     | Casts Life1                                 |
| Silence  | Casts Mute                                  |

## ARMOR

## SHIELD

| NAME    | DEFENSE | MAG DEF | WHO CAN EQUIP | EFFECTIVE DEFENSE          | PRICE |
|---------|---------|---------|---------------|----------------------------|-------|
| Iron    | 1       | 0       | C/K/Cd        |                            | 100   |
| Shadow  | 1       | 0       | CDK           |                            |       |
| Demon   | 2       | 0       | CDK           |                            |       |
| Paladin | 2       | 1       | C             |                            | 700   |
| IceShld | 3       | 2       | C/K/Cd        | 1/2 Fire damage            | 10000 |
| Flame   | 3       | 2       | C/K/Cd        | 1/2 Ice damage             | 1250  |
| Mythril | 3       | 2       | C/K/Cd        |                            | 1000  |
| Aegis   | 4       | 3       | C/K/Cd        | Petrify                    | 20000 |
| Diamond | 4       | 2       | C/K/Cd        | 1/2 Bolt damage            | 15000 |
| Genji   | 5       | 3       | C/K/Cd        |                            |       |
| Dragon  | 6       | 3       | C/K/Cd        | 1/2 Bolt, Fire, Ice Damage |       |
| Crystal | 7       | 4       | C             |                            |       |



## HEAD GEAR

| NAME     | DEFENSE | MAG DEF | WHO CAN EQUIP    | EFFECTIVE DEFENSE           | PRICE |
|----------|---------|---------|------------------|-----------------------------|-------|
| Leather  | 1       | 1       | All except CDK   |                             | 100   |
| Headband | 1       | 1       | All except CDK   | Confuse                     | 450   |
| Feather  | 2       | 3       | All except CDK   |                             | 330   |
| Iron     | 3       | 0       | C/K/Cd           |                             | 150   |
| Bandanna | 3       | 1       | All except CDK   |                             |       |
| Magus    | 3       | 5       | C/Ro/R/T/Pa/Po/F |                             | 700   |
| Shadow   | 4       | 0       | CDK              |                             |       |
| Hades    | 5       | 1       | CDK              |                             |       |
| Ninja    | 5       | 1       | All except CDK   | Sleep                       |       |
| Wizard   | 5       | 7       | C/Ro/R/T/Pa/Po/F |                             | 2000  |
| Demon    | 6       | 1       | CDK              |                             | 980   |
| Tiara    | 7       | 10      | Ro/R/Po          | 1/2 Bolt damage             | 20000 |
| Paladin  | 7       | 2       | C                |                             | 4000  |
| Mythril  | 8       | 2       | C/K/Cd           |                             | 3000  |
| Diamond  | 9       | 2       | C/K/Cd           | 1/2 Bolt damage             | 10000 |
| Ribbon   | 9       | 12      | All except CDK   | Prevents all status effects |       |
| Genji    | 10      | 6       | C/K/Cd/Eg        |                             |       |
| Dragon   | 11      | 7       | C/K/Cd           | 1/2 Bolt, Fire, Ice damage  |       |
| Crystal  | 12      | 8       | C                | 1/2 Bolt, Fire, Ice damage  |       |
| Glass    | 30      | 0       | All except CDK   | Prevents all status effects |       |

## BODY ARMOR

| NAME     | DEFENSE | MAG DEF | WHO CAN EQUIP    | EFFECTIVE DEFENSE                      | PRICE |
|----------|---------|---------|------------------|--|-------|
| Prisoner | 1       | 1       | All except CDK   | Sleep                                  |       |
| Clothes  | 1       | 0       | All except CDK   |  | 50    |
| Bard     | 2       | 1       | All except CDK   | Silence                                | 700   |
| Leather  | 2       | 1       | All except CDK   |  | 200   |
| Kenpo    | 3       | 2       | All except CDK   |  | 4000  |
| GaiaGear | 3       | 3       | C/Ro/R/T/Pa/Po/F | Petrify                                | 500   |
| Iron     | 4       | 1       | C/K/Cd           |  | 600   |
| Shadow   | 5       | 1       | CDK              |  |       |
| Wizard   | 5       | 5       | C/Ro/R/T/Pa/Po/F |  | 1200  |
| Hades    | 7       | 2       | CDK              |  |       |
| Black    | 8       | 7       | R/T/Pa/F         |  | 10000 |
| Demon    | 9       | 3       | CDK              |  | 3000  |
| BlkBelt  | 10      | 3       | All except CDK   |  | 14000 |
| Paladin  | 11      | 3       | C                |  | 8000  |
| Sorcerer | 12      | 9       | C/Ro/R/T/Pa/Po/F | 1/2 Bolt damage                        | 30000 |
| Flame    | 13      | 4       | C/K/Cd           | 1/2 Ice damage                         | 30000 |
| Mythril  | 13      | 4       | C/K/Cd           |  | 17000 |
| PwrVest  | 15      | 0       | All except CDK   |  |       |
| IceArmor | 17      | 4       | C/K/Cd           | 1/2 Fire damage                        | 35000 |
| White    | 18      | 10      | C/Ro/R/T/Pa/Po/F | Darkness                               |       |
| Diamond  | 19      | 4       | C/K/Cd           | 1/2 Bolt damage                        | 40000 |
| Minerva  | 20      | 5       | Ro/R/Po          | Paralyze                               |       |
| Genji    | 21      | 7       | C/K/Cd/Eg        |  |       |
| Dragon   | 23      | 8       | C/K/Cd           | 1/2 Bolt, Fire, Ice damage             |       |
| Ninja    | 24      | 13      | Eg               |  | 64000 |
| Crystal  | 25      | 10      | C                | Darkness, Mini, Paralyze, Poison, Toad |       |
| Adamant  | 100     | 20      | All except CDK   | All stats +15                          |       |

## ARM GEAR

| NAME     | DEFENSE | MAG DEF | WHO CAN EQUIP       | EFFECTIVE DEFENSE          | PRICE |
|----------|---------|---------|---------------------|----------------------------|-------|
| RubyRing | 0       | 3       | All except CDK      | Pig                        | 1000  |
| Cursed   | 0       | 0       | All                 | Absorbs Bolt, Fire, Ice    |       |
| Strength | 2       | 2       | C/K/Cd/R/Y/Eg       |                            |       |
| Shadow   | 2       | 0       | CDK                 |                            |       |
| Iron     | 2       | 0       | C/K/Cd/F            |                            | 130   |
| IronRing | 2       | 2       | Ro/R/T/E/Y/Pa/Po/F  |                            | 100   |
| Hades    | 3       | 0       | CDK                 |                            |       |
| Rune     | 3       | 8       | Ro/R/T/E/Y/Pa/Po/Eg | Silence                    | 2000  |
| Demon    | 4       | 0       | CDK                 |                            |       |
| Silver   | 4       | 4       | Ro/R/T/E/Y/Pa/Po/Eg |                            | 650   |
| Paladin  | 5       | 1       | C                   |                            | 3000  |
| GoldRing | 6       | 8       | Ro/R/T/E/Y/Pa/Po/Eg | 1/2 Bolt damage            | 4000  |
| Mythril  | 6       | 2       | C/K/Cd/F            |                            | 2000  |
| Diamond  | 7       | 3       | C/K/Cd              | 1/2 Bolt damage            | 5000  |
| Genji    | 8       | 3       | C/K/Cd              |                            |       |
| Dragon   | 9       | 7       | C/K/Cd              | 1/2 Bolt, Fire, Ice damage |       |
| Crystal  | 10      | 7       | C                   |                            |       |
| Zeus     | 10      | 0       | C/K/Cd/R/Y/Eg       | Mini                       |       |
| Protect  | 10      | 12      | All except CDK      | 1/2 Bolt, Fire, Ice damage |       |
| CrysRing | 20      | 12      | All except CDK      | Confuse, Paralyze, Sleep   |       |



# ITEMS



Items play a pivotal role in Final Fantasy IV. There are various types of items. Throughout the game, Recovery Items can be used to restore the characters' HP and MP and to remove status ailments.

Offensive Items are single-use weapons that can be used in combat against your enemies. Since they are not magic-based, their effectiveness is 100% guaranteed when used against the right enemies.

Many other items play a part in the story, and must be kept in the party inventory until such time as they are needed. In most cases, you will use these "event items" almost immediately, so it's not much of a concern.

## INVENTORY MANAGEMENT

Your party is only capable of carrying a certain number of items. Each item slot can hold up to 99 of any item. But if you run out of spaces, you cannot collect or purchase any more items.

To avoid this, make frequent visits to the Chocobo Forests scattered around the world. There, move to the north side of the forest and search until you "smell chocobo in the air." Use a Gysahl, and the Fat Chocobo will appear. The Fat Chocobo will store any items that you don't want to sell or discard.

## MONEY PROBLEMS

As you explore further in the game, you will realize that most armor and weapons need to be purchased from item shops, and cannot be found in dungeons or lairs. Sometimes the prices are rather exorbitant. To make money fast, sell off the items that you won't be using anymore. For instance, after Cecil becomes a paladin all his dark knight gear has no further use. You can sell these items for a good amount of money, to help you purchase the armor and weapons Cecil needs to be a successful paladin.

There are sneakier ways to make money. Check the "Item Duplication Trick" in the Secrets section for more details.

## RECOVERY ITEMS

| NAME     | EFFECT  | TARGET   | PRICE  |
|----------|---|----------|--------|
| Alarm    | Wakes up those who have fallen asleep during battle (cures Sleep).                            | Multiple |        |
| Antidote | Cures those who have been poisoned (cures Poison).  | Single   | 40     |
| Cabin    | Completely restores HP and MP. Cures all status ailments.                                     | Multiple | 500    |
| Cross    | Cures those who have been cursed (cures Curse).   | Single   | 100    |
| DietFood | Cures those who have become pigs (cures Pig).   | Single   | 100    |
| EchoNote | Cures those who have lost their magic ability (cures Silence).                                | Single   | 50     |
| Elixir   | Completely restores HP and MP.  | Single   | 100000 |
| Ether1   | Restores some MP.   | Single   | 10000  |
| Ether2   | Restores more MP than Ether1.   | Single   | 50000  |
| Eyedrops | Cures those who have become blind (cures Darkness).   | Single   | 30     |
| HiPotion | Restores more HP than Potion.   | Single   | 150    |
| Life     | Cures KO and restores minimal HP.   | Single   | 100    |
| MaidKiss | Cures those who have become toads (cures Toad).   | Single   | 60     |
| Mallet   | Cures those who have become small (cures Mini).   | Single   | 80     |
| Potion   | Restores some HP.   | Single   | 30     |
| Remedy   | Cures all status ailments except KO.  | Single   | 5000   |
| Soft     | Cures those who have become petrified (cures Petrify).  | Single   | 400    |
| Tent     | Restores some HP and MP. Cures all status ailments except KO.                                 | Multiple | 100    |
| Unihorn  | Cures status ailments that would otherwise disappear after battle (like Confuse and Berserk). | Multiple |        |
| X-Potion | Restores more HP than HiPotion.   | Single   |        |

## DEFENSIVE ITEMS

| NAME     | EFFECT  | TARGET | PRICE |
|----------|---|--------|-------|
| Illusion | Helps you to dodge attacks by creating your double.               | Single |       |
| MoonVeil | Stronger version of StarVeil. Lasts longer than StarVeil or Wall. | Single |       |
| StarVeil | Reflects enemy magic. Lasts longer than the spell Wall.           | Single |       |



## OFFENSIVE ITEMS

| NAME     | EFFECT  | TARGET   | PRICE |
|----------|---|----------|-------|
| Big Bomb | Stronger version of the offensive item Bomb.  | Multiple |       |
| Blizzard | Freezes the enemy with cold dragon breath.  | Multiple |       |
| Bomb     | Causes fire damage.   | Multiple |       |
| Boreas   | Stronger version of Notus.  | Multiple |       |
| Coffin   | Kills the enemy instantly. Same effect as the black magic spell Death.              | Single   |       |
| GaiaDrum | Causes an earthquake to damage enemies.   | Multiple |       |
| Grimoire | A book of summons that calls a random summoned creature.                            | N/A      |       |
| Inferno  | Scorches the enemy with dragon fire.  | Multiple |       |
| Kamikaze | Sacrifices user's HP to damage the enemy by that same amount.<br>User becomes KO'd. | Single   |       |
| LirStorm | Zaps the enemy with a dragon's lightning bolt.                                      | Multiple |       |
| Notus    | Causes ice damage.  | Multiple |       |
| Stardust | Showers stardust that causes damage to any type of enemy.                           | Multiple |       |
| ThorRage | Causes bolt damage.   | Multiple |       |
| ZeusRage | Stronger version of ThorRage.   | Multiple |       |

## SUPPORT ITEMS

| NAME     | EFFECT   | TARGET   | PRICE |
|----------|--|----------|-------|
| Bacchus  | Berserks the target so he/she attacks powerfully but uncontrollably. | Single   |       |
| Hermes   | Raises agility. Same effect as the white magic spell Haste.          | Single   |       |
| HrGlass1 | Stops time for enemies, immobilizing them.                           | Multiple |       |
| HrGlass2 | Stronger version of HrGlass1. Enemies immobile for a longer time.    | Multiple |       |
| HrGlass3 | Stronger version of HrGlass2.  | Multiple |       |
| MuteBell | Prevents the enemy from using magic by silencing them.               | Multiple |       |
| Silk Web | Spins webs around the enemy to hinder their mobility.                | Multiple |       |
| Succubus | Restores MP by absorbing target's MP.                                | Single   |       |
| Vampire  | Restores HP by absorbing target's HP.                                | Single   |       |

## OTHER ITEMS

| NAME     | EFFECT   | TARGET | PRICE |
|----------|--|--------|-------|
| Ag Apple | Raises maximum HP by 50 points.  | Single |       |
| Alert    | Alerts enemies to your presence and pulls you straight into battle.                  | N/A    |       |
| Au Apple | Raises maximum HP by 100 points.   | Single |       |
| Bestiary | Learn enemy HP and weaknesses.   | Single |       |
| Bomb     | Teaches Rydia how to summon Bomb.  | Single |       |
| Cocatrix | Teaches Rydia how to summon Cocatrix.  | Single |       |
| EagleEye | Zooms out the screen to view surroundings.   | N/A    | 100   |
| Exit     | Warps you out of dungeons to the surface.  | N/A    |       |
| Gysahl   | Calls Fat Chocobo if used in an area where there is the smell of chocobo in the air. | N/A    | 50    |
| Imp      | Teaches Rydia how to summon Imp.   | Single |       |
| Mage     | Teaches Rydia how to summon Mage.  | Single |       |
| Smut     | Ooh la la!   | N/A    |       |
| SomaDrop | Raises maximum MP by 10 points.  | Single |       |
| Whistle  | Allows you to call Fat Chocobo from anywhere, except during battle.                  | N/A    | 20000 |

## EVENT ITEMS

| NAME     | EFFECT   |
|----------|--|
| Adamant  | A rare ore.  |
| BaronKey | Unlocks a door.  |
| BombRing | Ring with a Bomb's spirit dwelling inside.                         |
| Crystal  | A mystic jewel with the power to seal evil.                        |
| DkMatter | Slows down the rate of damage caused by Zeromus's Big Bang attack. |
| Magma    | An ordinary-looking stone.   |
| Necklace | Necklace with the power to break a powerful seal.                  |
| Pan      | Yang's wife's frying pan.  |
| Pass     | Pass to enter an exclusive place. Costs 10000 Gil.                 |
| PinkTail | PinkPuff's tail.   |
| Rat Tail | A small tail.  |
| SandRuby | A rare jewel that can cure desert fever.                           |
| TowerKey | Unlocks a door.  |
| TwinHarp | Allows you to transmit your voice really far.                      |



# BEFORE THE ADVENTURE BEGINS

Before starting the walkthrough, read through these basics about the characters and the world in which they live:

## DIFFICULTY



Even expert RPG players may find this version of Final Fantasy IV to be a challenge. When this game was originally released in Japan years ago, players could purchase either of two versions: Easy Type or Hard Type. The easy version was released in the US as Final Fantasy II, so this is the first time that Final Fantasy IV Hard Type is available to American players.

To combat the extreme difficulty, always equip your characters with the best armor and weapons available. Spend time between events wandering wilderness areas, leveling up your characters so that they are better able to meet the challenges ahead. Finally, save your game often, using the Memo feature. Just don't forget to save your data onto a memory card before shutting off your PlayStation!



## STATUS ABNORMALITIES

During combat, your characters can sometimes have impairments inflicted upon them that reduce or eliminate their ability to continue fighting. Some status abnormalities disappear when the battle ends, but others must be removed manually by using the appropriate medicine or spell. All status effects can be removed by using a Cabin. Check the list of "General Items" in the Items section to see which medicines remove which status ailments.

Some spells, weapons, and items allow characters to inflict status abnormalities on enemies. Review all the tables in the Equipment section, and use status impairments to your benefit.

## TIPS AND HINTS

Here's a quick and general list of how to keep your head above water in Final Fantasy IV:

Use the Row and Order commands effectively. Place low-HP magic users in the back row of the party formation, and place higher-HP fighters with better armor at the front. If you are Back Attacked and your rows are switched, press left on the directional buttons to display the "Row" command to swap positions.

Heal characters both in and out of battle. Use magic for this whenever possible, since MP can be replenished by visiting an Inn, Chocobo Forests, and other resources. Don't waste all your HiPotions and other rare medicines, which are more useful later in the game.

Use the "Psych" ability to acquire more MP if you run low. Black mages and sages all learn this ability.

Between each event, when you have a decent-sized party, you should roam the area and fight several random battles. Increase party levels to be ready for the challenges ahead. Have patience and invest time into your characters. Don't rush ahead.

There may be a better weapon to use in a particular battle, so don't hesitate to switch weapons. You can change what's in a character's hands and attack in the same turn, so use this to your advantage.

Constantly check the Bestiary at the start of each section. Know your enemies' weaknesses and exploit them. For example, when you encounter an enemy that is weak against "Projectiles," equip one of your characters with bow and arrows or with a spear.

Always equip your characters with the best armor available. Don't be stingy with your money, as there are ways to make more.

## FURTHER TRAINING

If you need to know more, visit the Black Magic Lab and the White Magic Lab on level 1F of Castle Baron to learn about the different types of magic. For basic combat training, enter the Devil's Road building in the town of Baron and go down the stairs to enter the Training Room. Talk to all the people in these rooms and you'll have a better understanding of the game in no time.



# SHOP LISTS

## TOWN OF BARON\*

| SHOP   | ITEMS              | GIL  |
|--------|--------------------|------|
| Weapon | Thunder (rod)      | 700  |
|        | Cure (staff)       | 480  |
|        | FireClaw           | 350  |
|        | IceClaw            | 450  |
|        | BoltClaw           | 550  |
| Armor  | Headband           | 450  |
|        | Kenpo              | 4000 |
|        | Silver (gauntlets) | 650  |
|        |                    |      |
| Item   | Potion             | 30   |
|        | Life               | 100  |
|        | Soft               | 400  |
|        | MaidKiss           | 60   |
|        | Eyedrops           | 30   |
|        | Antidote           | 40   |
|        | Tent               | 100  |
|        | Gysahl             | 50   |

\*Weapon and Armor shops in Baron won't open until Cecil is a paladin.

## MYSIDIA

| SHOP   | ITEMS               | GIL  |
|--------|---------------------|------|
| Weapon | IceRod              | 220  |
|        | FlameRod            | 380  |
|        | Cure (staff)        | 480  |
|        | Crossbow            | 700  |
|        | Holy (arrow)        | 20   |
| Armor  | Magus (hat)         | 700  |
|        | GaiaGear            | 500  |
|        | Silver (gauntlets)  | 650  |
|        | Paladin (shield)    | 700  |
|        | Paladin (helm)      | 4000 |
|        | Paladin (armor)     | 8000 |
|        | Paladin (gauntlets) | 3000 |
| Item   | Potion              | 30   |
|        | HiPotion            | 150  |
|        | Life                | 100  |
|        | Soft                | 400  |
|        | EchoNote            | 50   |
|        | Antidote            | 40   |
|        | Tent                | 100  |
|        | Cabin               | 500  |

## MYTHRIL VILLAGE

| SHOP   | ITEMS               | GIL   |
|--------|---------------------|-------|
| Weapon | Mythril (staff)     | 4000  |
|        | Mythril (dagger)    | 3000  |
|        | Mythril (hammer)    | 8000  |
|        | Mythril (sword)     | 6000  |
|        | Mythril (shield)    | 1000  |
| Armor  | Mythril (helm)      | 3000  |
|        | Mythril (armor)     | 17000 |
|        | Mythril (gauntlets) | 2000  |
|        |                     |       |
| Item   | MaidKiss            | 60    |
|        | Mallet              | 80    |
|        | DietFood            | 100   |

## KAIPO

| SHOP   | ITEMS           | GIL |
|--------|-----------------|-----|
| Weapon | Rod             | 100 |
|        | Staff           | 160 |
|        | ShortBow        | 220 |
|        | Brass (arrow)   | 10  |
|        |                 |     |
| Armor  | Leather (hat)   | 100 |
|        | Clothes         | 50  |
|        | Leather (armor) | 200 |
|        | IronRing        | 100 |
| Item   | Potion          | 30  |
|        | Life            | 100 |
|        | Soft            | 400 |
|        | MaidKiss        | 60  |
|        | Eyedrops        | 30  |
|        | Antidote        | 40  |
|        | Tent            | 100 |
|        | Gysahl          | 50  |

## VILLAGE OF MIST

| SHOP   | ITEMS            | GIL  |
|--------|------------------|------|
| Weapon | Whip             | 3000 |
|        | Dancing (dagger) | 5000 |
| Armor  | Bard             | 70   |

## TROIA

| SHOP   | ITEMS           | GIL   |
|--------|-----------------|-------|
| Weapon | Wooden (hammer) | 80    |
|        | GreatBow        | 2000  |
|        | Fire (arrow)    | 30    |
|        | Ice (arrow)     | 30    |
|        | Bolt (arrow)    | 30    |
| Armor  | Leather (hat)   | 100   |
|        | Feather (hat)   | 330   |
|        | Clothes         | 50    |
|        | Leather (armor) | 200   |
| Item   | RubyRing        | 1000  |
|        | Potion          | 30    |
|        | Life            | 100   |
|        | Soft            | 400   |
|        | MaidKiss        | 60    |
|        | Eyedrops        | 30    |
|        | Antidote        | 40    |
|        | Tent            | 100   |
|        | Gysahl          | 50    |
|        |                 |       |
| Pub    | Pass            | 10000 |

## FABUL

| SHOP              | ITEMS             | GIL  |
|-------------------|-------------------|------|
| Weapons/<br>Armor | FireClaw          | 350  |
|                   | IceClaw           | 450  |
|                   | BoltClaw          | 550  |
|                   | Demon (helm)      | 980  |
|                   | Demon (armor)     | 3000 |
| Item              | Demon (gauntlets) | 800  |
|                   | Potion            | 30   |
|                   | Life              | 100  |
|                   | Soft              | 400  |
|                   | MaidKiss          | 60   |
|                   | Eyedrops          | 30   |
|                   | Antidote          | 40   |
|                   | Tent              | 100  |
|                   | Gysahl            | 50   |

## AGART

| SHOP   | ITEMS            | GIL  |
|--------|------------------|------|
| Weapon | Rod              | 100  |
|        | Staff            | 160  |
|        | Spear            | 60   |
|        | Boomrang         | 3000 |
|        | ShortBow         | 220  |
|        | Crossbow         | 700  |
|        | Brass (arrow)    | 10   |
|        | Holy (arrow)     | 20   |
| Armor  | Iron (shield)    | 100  |
|        | Iron (helm)      | 150  |
|        | Iron (armor)     | 600  |
|        | Iron (gauntlets) | 130  |
|        | IronRing         | 100  |
| Item   | Potion           | 30   |
|        | Life             | 100  |
|        | Soft             | 400  |
|        | MaidKiss         | 60   |
|        | Eyedrops         | 30   |
|        | Antidote         | 40   |
|        | Tent             | 100  |
|        | Gysahl           | 50   |

## CAVE EBLAN

| SHOP   | ITEMS          | GIL   |
|--------|----------------|-------|
| Weapon | Power (staff)  | 2000  |
|        | IceBrand       | 26000 |
|        | IceSpear       | 21000 |
|        | Kunai          | 4000  |
|        | Boomrang       | 3000  |
|        | Archer (bow)   | 3000  |
|        | Poison (arrow) | 70    |
| Armor  | IceShld        | 10000 |
|        | IceArmor       | 35000 |
|        | Black (robe)   | 10000 |
| Item   | Soft           | 400   |
|        | MaidKiss       | 60    |
|        | Mallet         | 80    |
|        | DietFood       | 100   |
|        | EchoNote       | 50    |
|        | Eyedrops       | 30    |
|        | Antidote       | 40    |
|        | Cross          | 100   |



**DWARVEN CASTLE**

| SHOP   | ITEMS            | GIL   |
|--------|------------------|-------|
| Weapon | Dwarf (axe)      | 15000 |
|        | GreatBow         | 2000  |
|        | Darkness (arrow) | 40    |
|        | Flame (sword)    | 14000 |
|        | FireSpr          | 11000 |
| Armor  | Flame (shield)   | 1250  |
|        | Flame (armor)    | 30000 |
|        | Wizard (hat)     | 2000  |
|        | Wizard (robe)    | 1200  |
|        | Rune (gloves)    | 2000  |
| Item   | Soft             | 400   |
|        | MaidKiss         | 60    |
|        | Mallet           | 80    |
|        | DietFood         | 100   |
|        | EchoNote         | 50    |
|        | Eyedrops         | 30    |
|        | Antidote         | 40    |
|        | Cross            | 100   |
|        | Life             | 100   |
|        | Potion           | 30    |
|        | HiPotion         | 150   |
|        | Tent             | 100   |
|        | Cabin            | 500   |
|        | EagleEye         | 100   |
|        | Gysahl           | 50    |
|        | Remedy           | 5000  |

**KOKKOL'S SMITHY**

| SHOP   | ITEMS          | GIL   |
|--------|----------------|-------|
| Weapon | Shuriken       | 20000 |
|        | Fuma           | 50000 |
|        | Yoichi (arrow) | 140   |

**TOMRA**

| SHOP   | ITEMS               | GIL   |
|--------|---------------------|-------|
| Weapon | Ashura              | 7000  |
|        | Chain               | 6000  |
|        | Ogre (axe)          | 45000 |
|        | Archer (bow)        | 3000  |
|        | Mute (arrow)        | 100   |
| Armor  | Diamond (shield)    | 15000 |
|        | Diamond (helm)      | 10000 |
|        | Diamond (armor)     | 40000 |
|        | Diamond (gauntlets) | 5000  |
|        | Tiara               | 20000 |
| Item   | GoldRing            | 4000  |
|        | Soft                | 400   |
|        | MaidKiss            | 60    |
|        | Mallet              | 80    |
|        | DietFood            | 100   |
|        | EchoNote            | 50    |
|        | Eyedrops            | 30    |
|        | Antidote            | 40    |
|        | Cross               | 100   |
|        | Life                | 100   |
|        | Potion              | 30    |
|        | HiPotion            | 150   |
|        | Tent                | 100   |
|        | Cabin               | 500   |
|        | EagleEye            | 100   |
|        | Gysahl              | 50    |
|        | Remedy              | 5000  |

**HUMMINGWAY HOME**

| SHOP | ITEMS    | GIL    |
|------|----------|--------|
| Item | HiPotion | 150    |
|      | Life     | 100    |
|      | Ether1   | 10000  |
|      | Ether2   | 50000  |
|      | Elixir   | 100000 |
|      | Cabin    | 500    |
|      | Bestiary | 980    |
|      | Whistle  | 20000  |

**LAND OF SUMMONS**

| SHOP   | ITEMS           | GIL   |
|--------|-----------------|-------|
| Weapon | Whip            | 3000  |
|        | Chain (whip)    | 6000  |
|        | Blitz           | 10000 |
|        | Kotetsu         | 11000 |
|        | FairyRod        | 5000  |
|        | Lunar (staff)   | 7000  |
|        | Angel (arrow)   | 110   |
| Armor  | Aegis (shield)  | 20000 |
|        | Sorcerer (robe) | 30000 |
| Item   | Soft            | 400   |
|        | MaidKiss        | 60    |
|        | Mallet          | 80    |
|        | DietFood        | 100   |
|        | EchoNote        | 50    |
|        | Eyedrops        | 30    |
|        | Antidote        | 40    |
|        | Cross           | 100   |
|        | Life            | 100   |
|        | Potion          | 30    |
|        | HiPotion        | 150   |
|        | Tent            | 100   |
|        | Cabin           | 500   |
|        | EagleEye        | 100   |
|        | Gysahl          | 50    |
|        | Remedy          | 5000  |



## WALKTHROUGH

**Bestiary Information**

Refer to the Bestiary at the start of the description of each area. A better understanding of the enemies you're about to face will help you prepare. The Bestiaries only list the monsters that appear for the first time at the specified locations; therefore, the monsters you encounter early in the game may also appear later, in other locations. EXP numbers for each monster are rounded up, and you might get one point more or less for defeating two of the same monster type at one time. Note that EXP is divided evenly among all surviving party members at the end of each battle.

## MISSION TO THE VILLAGE OF MIST

## MAIN OBJECTIVES:



Meet Cecil's allies at Castle Baron.



Find supplies hidden around the town.



Cross the outskirts to the Mist Cave.



Battle the Mist Dragon.



Deliver destruction to the village of Mist.



Take Rydia to Kaipo.



Fend off Baron's soldiers.



Reunite with a feverish Rosa.



After the king dismisses Cecil, follow Kain to the side table for a bit more conversation. Then move south to 1F. The staircases immediately to the left and right of the door lead down to the Black Magic Lab and the White Magic Lab. The mages there have tips about using magic. Press the wall switch behind the guard standing off to the right and collect the items from the three chests. Explore the rest of the castle and familiarize yourself with its layout for later events.

Head to the northwest tower, encountering the white mage Rosa and the engineer Cid along the way. Then climb up to Cecil's room in the tower for some rest.

**Items Found**

BombRing  
480G  
EtherI  
Tent

**TOWN OF BARON**

Cecil is charged with delivering the BombRing to the village of Mist, and Kain will accompany him. Outside Castle Baron is the town for the common folk, and it's essential to stop here for some gear. Don't buy anything right away, as there are plenty of items to find. Check the pot to the immediate right of the entrance for a Potion, then find another one among the cluster of pots further up.



At the top of Baron is a pool where a dancing girl entertains. Climb into the pool and follow the aqueduct all the way down to the pool outside the town walls. Search in the pool to find a **Tent** and an **HrGlassI**.

**Items Found**

Potion (3)  
Eyedrops  
Tent (2)  
EagleEye  
MaidKiss  
EtherI  
HrGlassI



The Inn costs 50 Gil per night to stay. Barred from the castle, you may need to rest here if Cecil and Kain get low on HP during the trip to the Mist Cave. Search the lower pot for a **Potion**, and move north. Inspect the mounted swords to open the secret door on the right, and plunder the chests inside for **Eyedrops**, a **Tent**, and an **EagleEye**.





The building above the Item Shop contains the Devil's Road entrance, which is blocked. However, you can descend the steps and speak to the soldiers inside the Training Room to learn about combat. Above the Inn is Rosa's house, and her mother doesn't seem too fond of Cecil. Take the **Ether1** from her bookshelf, and a **MaidKiss** from the upper left pot. Now you're set for your journey, without having spent a single Gil!

## OUTSKIRTS OF BARON

### BESTIARY

| NAME     | HP | ATK | DEF | NOTES                                  | WEAK VS. | GIL | EXP |
|----------|----|-----|-----|--|----------|-----|-----|
| Eagle    | 18 | 21  | 0   | Defeat with projectile weapons.        | Projec   | 5   | 40  |
| FloatEye | 20 | 20  | 0   | Casts Death upon itself when confused. | Projec   | 9   | 42  |
| Imp      | 6  | 19  | 0   | Weakest among monsters.                | None     | 5   | 28  |
| SwordRat | 30 | 21  | 0   | Shoots needles when attacked.          | None     | 13  | 66  |

Head west across the world map into the mountains, and follow the green path north to the Mist Cave. Southwest of Baron is a round-shaped forest that you can enter.

### Chocobo Forest

"Speak" to any of the yellow chocobos, and you can hop on it for a ride. This is not recommended at this point since you will miss valuable EXP and Gil gained from fighting your way to the Mist Cave. Search the right portion of the grassy area for a **Gysahl**.



### Fat Chocobo

Since the party is only capable of carrying a certain number of items, you can ask Fat Chocobo to take some of the weight off your back. Move to the north gap of the Chocobo Forest and search. You will "smell" chocobo in the air." From the pop-up window, use a Gysahl and Fat Chocobo will appear. "Feed" it the items you won't need to use immediately, and make it "Barf" whatever you fed it previously that you now need.

Keeping item spaces open in your inventory is essential to running a successful party. Otherwise, you'll run out of space for your treasures. Purchase Gysahls at Item Shops and visit Fat Chocobo often.



## MIST CAVE

### BESTIARY

| NAME     | HP | ATK | DEF | NOTES                                   | WEAK VS. | GIL | EXP |
|----------|----|-----|-----|---|----------|-----|-----|
| Larva    | 28 | 20  | 1   | Uses Psych when attacked with magic.    | None     | 8   | 49  |
| SandMoth | 40 | 21  | 2   | Moth-shaped monster that sprays powder. | None     | 18  | 74  |

### SUGGESTED

| CECIL | KAIN |
|-------|------|
| 12    | 12   |

### LEVELS

Move to the far right and then north, where the knights will hear a strange voice. Continue through the cave, collecting the treasures from the four chests along the way. At the end, the voice will demand that you go back. When it asks if you refuse, say "Yes" and you'll engage the first boss of the game.



### Items Found

Potion (2)  
Tent  
Eyedrops

## BOSS: MIST DRAGON

HP: 465 EXP: 700 Gil: 200 ATK: 16 DEF: 5 Weak Vs.: None

Use Cecil's standard attacks and Kain's Jump ability. After three or four attacks, the Mist Dragon will transform into mist. If you attack the Mist Dragon in its mist form, it will counter with its devastating Cold Mist attack. Therefore, use this time to heal your party if necessary, and attack once the creature resumes dragon form.







## THE VILLAGE OF MIST

Exit the Mist Cave, and use a Tent and save if needed. Head east into the village of Mist, where the BombRing releases a horde of monsters. In the ensuing chaos, Cecil and Kain find a small child, but she's no ordinary girl.

### Rydia Attacks

During the battle with the child, do not attempt any attacks or waste any items. The battle is story-driven, and will be over momentarily. Rydia summons Titan, which causes a massive earthquake. Following the fight, you'll find yourself back on the world map.

## DESERT BESTIARY

| NAME     | HP | ATK | DEF | NOTES                            | WEAK VS. | GIL | EXP |
|----------|----|-----|-----|----------------------------------|----------|-----|-----|
| Sand Man | 20 | 20  | 0   | Weak against cold.               | Ice      | 17  | 70  |
| Sandpede | 60 | 11  | 3   | Uses GaiaRage, so kill it first! | None     | 20  | 79  |
| SandWorm | 75 | 16  | 2   | Uses special attack Tornado.     | None     | 22  | 82  |
| FloatEye | 20 | 20  | 0   |                                  | Projec.  | 9   | 42  |



With Kain no longer assisting, Cecil must fight alone in any random battles that occur. Try to have as few encounters as possible as you make your way to the nearest town.

Move north into the desert. The town of Kaipo is east-northeast of the entrance to the desert. Use an EagleEye to get a fix on it, if you must.

## KAIPO

Upon entering Kaipo, Cecil immediately heads for the Inn. The manager is nice enough to let him and Rydia stay the night free of charge. However, during the night, Baron's soldiers catch up to Cecil.

**Items Found**  
Ether1

## BOSS: GENERAL, SOLDIERS (3)

|                 |                    |                      |                     |                |               |                       |
|-----------------|--------------------|----------------------|---------------------|----------------|---------------|-----------------------|
| <b>GENERAL</b>  | <b>HP: 221</b>     | <b>EXP: 398</b>      | <b>Gil: 80</b>      | <b>ATK: 26</b> | <b>DEF: 2</b> | <b>Weak Vs.: None</b> |
| <b>SOLDIERS</b> | <b>HP: 27 each</b> | <b>EXP: 157 each</b> | <b>Gil: 54 each</b> | <b>ATK: 20</b> | <b>DEF: 0</b> | <b>Weak Vs.: None</b> |

Show these scoundrels what they're dealing with by launching Cecil's Dark attack, which should kill one or more of them each turn. The General will run when his men are defeated. If you've been leveling up, try to kill him before killing the last Soldier. The reward is significantly greater if you are successful.



## The Feverish Girl

Rydia joins the party after the soldiers are defeated. Explore the town and talk to all the people. Search in the pots directly above the Weapon Shop to find an **Ether1**.

Enter the top right house and speak to the woman inside. She has some chilling news. Move up to the bedroom, where Cecil will find Rosa sick, suffering from desert fever. Speak to the old man in red to learn what to do.



### TIP!

Before heading out to the Water Cavern, you should fight in the desert with Rydia. She should quickly level up, and learn Bolt1 and Ice1 in no time. Both spells are key to surviving the Water Cavern.



# ROSA AND THE SAND RUBY

## MAIN OBJECTIVES:



Find secret treasures in the Water Cavern.



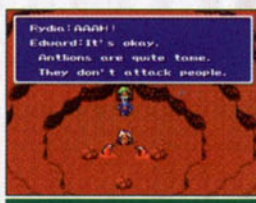
Meet the sage Tellah.



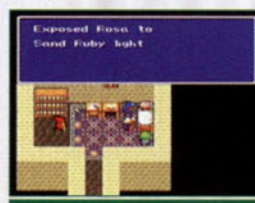
Strike down the Octomamm's tentacles.



Search out survivors in Damcyan.



Defeat the Antlion to obtain the SandRuby.



Cure Cecil's ailing love.

## WATER CAVERN

### BESTIARY

| NAME     | HP  | ATK | DEF | NOTES                              | WEAK VS.   | GIL | EXP |
|----------|-----|-----|-----|------------------------------------|------------|-----|-----|
| CaveToad | 47  | 11  | 2   | Casts Ice1.                        | Ice        | 24  | 89  |
| EvilShel | 58  | 11  | 1   | Weak against bolt attacks.         | Bolt       | 28  | 101 |
| Gator    | 175 | 28  | 2   | Attacks twice in one turn.         | Ice        | 95  | 236 |
| Jelly    | 35  | 15  | 254 | Resistant to physical attacks.     | Fire       | 36  | 134 |
| Mad Toad | 59  | 13  | 1   | Casts Toad.                        | Ice        | 34  | 127 |
| Pike     | 65  | 11  | 1   | Defense is not high.               | Bolt       | 30  | 119 |
| TinyMage | 69  | 19  | 2   | Use Mute to prevent magic attacks. | None       | 63  | 132 |
| WaterBug | 125 | 16  | 3   | Escapes fast, so kill it first!    | Bolt       | 79  | 225 |
| WaterHag | 64  | 18  | 0   | Can fight on both land and water.  | Bolt       | 38  | 136 |
| Zombie   | 52  | 13  | 2   | Undead monster.                    | Holy, Fire | 31  | 112 |

### SUGGESTED

| CECIL  | RYDIA |
|--------|-------|
| 14     | 8     |
| TELLAH |       |
| 20     |       |

### LEVELS

### Water Cavern - South

Move directly north to collect a **Potion** and **MaidKiss**, then return to the entrance and head all the way left for a **Tent**. Talk to the man on the bridge. He is the sage Tellah, and he joins the party in hopes that the dark knight and summoner can help him get to Damcyan. Equip him with extra armor and move on.

### Items Found

Potion (3)  
MaidKiss  
Tent  
Bomb (2)  
Life  
XPotion  
Ether2  
IronRing  
Ether1 (2)  
IceRod  
580 Gil  
Feather (hat)  
Notus  
HrGlass1  
Dark (sword)  
Hades (helm)  
Hades (gauntlet)  
Hades (armor)  
Hermes



The exit is at the top of the level, but first move all the way to the top right and down into the water. You can pass through the large waterfall into an area with three chests containing a **Life**, an **XPotion**, and an **Ether2**. Follow the right stream all the way up to an **IronRing**. Also collect the **Bomb**, then exit through the top left cave.

### TIP!

Remember that you can target your **Ice1** and **Bolt1** spells at multiple enemies by pressing right or left on the directional buttons. If some of the monsters are weak versus Bolt and others are weak versus Ice, then target one enemy at a time.

### B2F

Move north and climb down into the water. Climb the steps nearby to reach a **Potion**, then move downward. Get back on dry land and pick up the **Ether1** on the left, then move across the bottom and up to the save point at the far left. The party automatically rests, so a **Tent** is not used. Save your game and proceed north, collecting an **IceRod** from the top chest. Take another swim through the water to reach the central exit.



### B3F

Head across the islets to collect **580 Gil** and a **Bomb**, then exit left. There's a secret passage on the left that exits near the **Potion** at the top, but you can also continue following it over to the right, where you'll find a **Feather** hat.





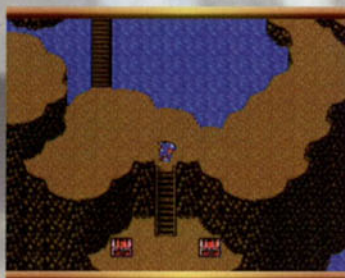


### Water Cavern - North

Grab the **Ether1** and **Notus** from the left, then cross the chasm and move south first to find an **HrGlass1** and the **Dark** sword. At the exit, follow Tellah's advice.

### Land Passage

The party must cross a brief stretch of land outside. Monsters encountered randomly here are listed in the desert's Bestiary above. Before entering the north cave, use a **Tent** if necessary, and save your game.



### Waterfall

Tellah spots the villain at the bottom of the falls. The party will ride down to the bottom. Quickly climb back on land, move south and collect the **Hades** helm and **Hades** gauntlets.

### Lake

Cross the bridge and grab the **Hermes** and the **Hades** armor. Take a moment to make sure all your new stuff is equipped, and that the party is ready to fight the boss who guards the exit.

## BOSS: OCTOMAMM

HP: 2350

EXP: 1200

Gil: 500

ATK: 22

DEF: 0

Weak Vs.: Shadow, Bolt

Rydia and Tellah should cast **Bolt1** each turn, while Cecil attacks. The dark knight will be dishing out the most pain, so keep Cecil alive. With all eight arms, the Octomamm will take less damage. However, as you whittle away the tentacles, your attacks will cause more damage. After the battle, exit through the falls.



## DAMCYAN CASTLE

Head north from the Water Cavern to the kingdom of Damcyan. Suddenly Red Wing bombers fly past and decimate the castle. Looks like you're too late to save the crystal.

On the second floor is a plethora of chests that have already been plundered. The enemy has left you only a **Tent**. Continue upstairs to witness a heartbreaking scene for Tellah. After delivering a beating to Edward, the prince of Damcyan, Tellah leaves the party. Once Cecil and Rydia talk some sense into Edward, he agrees to help them and joins up.

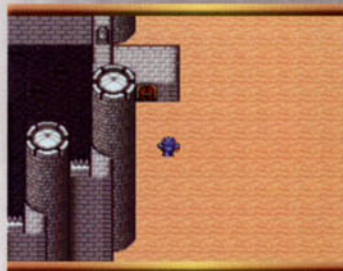
Although Edward's combat skills are lacking, he does have a cool hovercraft that can cross shallow waters. The party exits the castle, but you should return immediately. Go back up to 3F and use the healing pots on either side of the room. The one on the right replenishes MP, and the left one restores HP and removes status abnormalities.



### Items Found

**Tent**  
**Crossbow**  
**Feather (hat)**  
**RubyRing**  
**Ether1**  
**Life**  
**Soft**  
**Eyedrops**  
**Antidote**  
**Potion**  
**Holy (arrows)**  
 (2x10)  
**Iron (arrows)**  
 (x10)

Exit the castle's front entrance and edge counter-clockwise around the outside walls. Enter the side building to reap the true royal treasures! Press the button behind the dead guard to open the secret door. Then navigate through the unseen passage and through the first wall into the second cell. Collect the **Crossbow** and the **Feather** hat, and move to the next cell to find the **RubyRing**. Now exit and take the stairs down to B1F. The six chests all contain items, and three of the four pots contain arrows.



### TIP!

Edward's best contribution to combat is his harp's ability to inflict status effects on the enemy. Not being a fighter at heart, he can also hide from monsters. If he's damaged enough, he will flee and remain off-screen for the rest of the fight. If he isn't healed between battles, he will remain off-screen for the subsequent battles. You should wander the deserts around Damcyan for a while. After Edward gains a few levels, he becomes a much more useful character.



**Items Found**

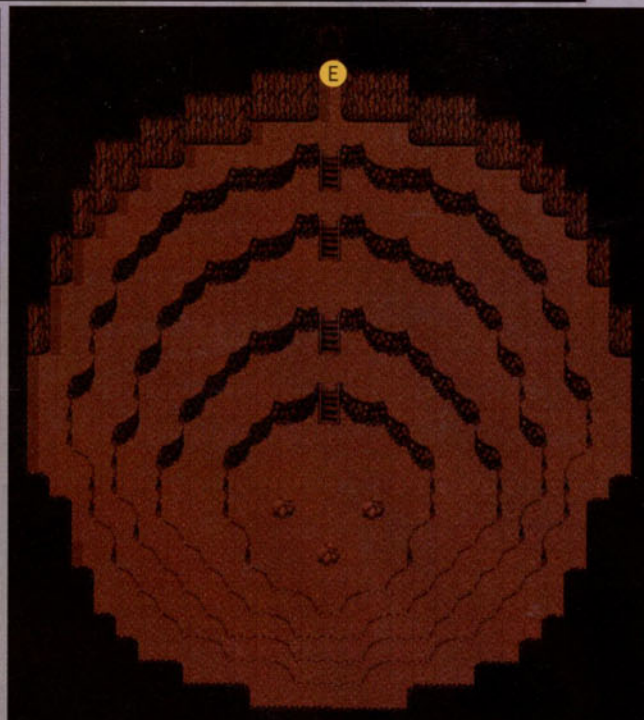
Potion (3)  
 Silk Web (2)  
 Soft  
 Tent  
 Notus  
 Lamia (harp)  
 HrGlass1  
 Life  
 Ether1  
 Exit  
 SandRuby

**ANTLION CAVE****BESTIARY**

| NAME     | HP  | ATK | DEF | NOTES                             | WEAK VS. | GIL | EXP |
|----------|-----|-----|-----|-----------------------------------|----------|-----|-----|
| Basilisk | 90  | 15  | 2   | Uses Petrify.                     | None     | 30  | 110 |
| Cream    | 55  | 16  | 254 | Weapons are ineffective.          | Bolt     | 33  | 144 |
| Imp Cap. | 37  | 15  | 0   | Captain of Imps. higher HP.       | None     | 40  | 184 |
| Turtle   | 190 | 20  | 1   | Weak against ice.                 | Ice      | 46  | 234 |
| Weeper   | 130 | 18  | 2   | A spirit weak against holy power. | Holy     | 42  | 157 |

**SUGGESTED****LEVELS**

|        |       |
|--------|-------|
| CECIL  | RYDIA |
| 16     | 13    |
| EDWARD |       |
| 6      |       |



To Save Point

Found Lamia

Navigation in the first few chambers of the Antlion's lair is relatively complex to describe, so please use the maps provided to collect items. Use the top exit in B2F to reach the room with the save point before moving south to fight the creature. Also, be certain to find and equip Edward's **Lamia** harp, since it is a much stronger weapon than his Dreamer harp.



## BOSS: ANTLION

HP: 1100

EXP: 1500

Gil: 800

ATK: 11

DEF: 3

Weak Vs.: None

A tricky monster indeed. It won't attack unless you attack physically with a weapon. If you want to play it safe, Edward should Hide like he normally does, and Cecil should Parry every round. Rydia should call Chocobo each turn, which does a massive amount of damage. Moreover, against the chocobo's attack, the Antlion will not retaliate with its powerful Counter attack. The reward for defeating the Antlion is the SandRuby.



## Healing Rosa

Use the hovercraft to return to the area of Damcyan Castle, then use the western shallows to reach the lower desert. Park outside Kaipo and return to the house where Rosa is resting. Use the SandRuby to cure her, and she will join the party.

## Edward's Sojourn

During the night, Edward reunites with his lost love. However, a WaterHag interrupts them, and Edward must fight. This is mostly event-driven, so just destroy it with normal attacks and try not to use too many items. This particular monster rewards Edward with 100 Gil and 800 EXP.



## JOURNEY TO FABUL CASTLE

## MAIN OBJECTIVES:



Climb the peaks of Mt. Hobs.



Join the monk against the Mom Bomb.



Follow Yang to Fabul.



Defend Fabul against Baron's onslaught.

MT. HOBS  
BESTIARY

| NAME      | HP  | ATK | DEF | NOTES                               | WEAK VS.     | GIL | EXP |
|-----------|-----|-----|-----|-------------------------------------|--------------|-----|-----|
| Bomb      | 55  | 19  | 2   | Detonates when HP is low.           | None         | 76  | 361 |
| Cocatrice | 149 | 24  | 1   | Attack with projectiles and spears. | Projec       | 82  | 275 |
| Gargoyle  | 160 | 28  | 2   | Flies and uses Wind.                | Holy, Projec | 90  | 315 |
| GrayBomb  | 111 | 36  | 18  | Detonates when HP is low.           | None         | 105 | 445 |
| Skeleton  | 135 | 26  | 2   | Undead with high attack power.      | Holy, Fire   | 126 | 238 |
| Spirit    | 86  | 24  | 1   | Spiritual being that casts Fire I.  | Holy         | 122 | 278 |

## Items Found

960 Gil  
Soft  
Potion  
Tent  
Holy (arrows)  
(x10)

## SUGGESTED

| CECIL  | RYDIA |
|--------|-------|
| 18     | 15    |
| EDWARD | ROSA  |
| 13     | 11    |

## LEVELS

Pilot the hovercraft back to the northern desert, then cross the eastern shallows. Drive past the Antlion Cave to the mountains, and enter at the path.

Rydia overcomes her fear of fire and removes the ice blocking the path. At the top are two "doorways": take the left. Collect the four items and use the save point. Then return to the first area and enter the right door.

## TIP!

Gargoyles and Cocatrices are weak against projectile weapons, so equip Rosa with a bow and arrows and use her "Aim" ability to fight them. At this point, Holy arrows are most effective against both. Just be sure to save some of her arrows for the boss.

## Summit

Grab the Holy arrows and move north. The party stumbles across a monk who is desperately fighting off many enemies. After witnessing a brief demonstration of his abilities, the party joins his battle against a merciless foe.





## BOSS: MOM BOMB

HP: 11000

EXP: 1900

Gil: 543

ATK: 30

DEF: 1

Weak Vs.: None

At first, you're fighting just another Bomb with a lot of HP. However, after a few rounds, the Mom Bomb will assume its true form. Start using Rydia's Chocobo summon on this form. After both sides inflict some damage, there will be a warning of an explosion. Quickly heal as many characters as you can, because the explosion will take down 60-100 HP per character. Afterward, use Rosa's "Pray" ability and hope that it is answered, because the Mom Bomb splits into six Bombs and GrayBombs! Use the monk's "Kick" ability to do massive damage, and assist with Cecil's "Dark" attack. Wipe out the remaining bombs by individually targeting spells on each one, to avoid their detonation attack.



## OUTSKIRTS OF FABUL

## BESTIARY

| NAME    | HP  | ATK | DEF | NOTES                        | WEAK VS. | GIL | EXP |
|---------|-----|-----|-----|------------------------------|----------|-----|-----|
| Needler | 115 | 28  | 2   | Monster that shoots needles. | None     | 53  | 335 |

Yang is a mighty warrior from Fabul, and he joins the party. Heal everyone after the boss fight, and run east. Exit Mt. Hobs to the world map outside, where you can use a Tent and save your game.

The journey to Fabul is a long and perilous trek overland to the east. The party crosses a "land bridge" of sorts between the continents that curves a few different ways, then bends southeast. Use Sight (the white magic spell) if you feel lost, and it might help. When you reach the castle surrounded by a huge moat, you've found your destination.



## FABUL

Inside Fabul, the Inn costs 100 Gil but there's a free place to rest elsewhere. Visit the shops for Potions and various claws for Yang. It's a good idea to have at least one claw of every type, so that the monk can exploit all weaknesses. Cecil's Demon equipment is on sale, and you should certainly purchase it to be ready for what lies ahead.

When you reach 2F, move to the south door first. Emerging on the upper level of the castle, you can reach the item-filled West and East Towers.

## West Tower

Search the pots and chests for a **ThorRage**, a **Potion**, a **Notus**, and a **Bomb**. Namingway is in bed on 2F. You can meet Yang's tough wife at the top.

## East Tower

Search the pots in the pub on 2F to find a **Bacchus**. A **Tent** is in the king's chambers. You can rest in the king's bed, so take the opportunity to do so. When the party is back at full speed, head back down to the Throne Room.

## The Siege of Fabul

After convincing the king that Baron is coming after the crystal, Cecil, Yang, and Edward will wait for the assault at the front gate. What follows is a series of minor boss fights to wear you down before the real bad guys show up, so keep your HP high by using Edward's Heal ability or Potions.

| SUGGESTED LEVELS |       |
|------------------|-------|
| CECIL            | RYDIA |
| 20               | 17    |
| EDWARD           | ROSA  |
| 14               | 13    |
| YANG             |       |
| 12               |       |

## Items Found

ThorRage  
Potion  
Notus  
Bomb  
Bacchus  
Tent  
Hermes  
Ether1  
Demon (shield)  
Silk Web  
Death (sword)



## BOSS: CAPTAIN, 2 FIGHTERS

**CAPTAIN** HP: 320 EXP: 999 Gil: 400 ATK: 36 DEF: 2 Weak Vs.: None

**FIGHTERS** HP: 65 each EXP: 399 for both Gil: 100 ATK: 28 DEF: 2 Weak Vs.: None

Like the battle in Kaipo, you have the option of attempting to defeat the Captain before eliminating the Fighters for extra Gil and EXP. Due to the number of boss fights following, it is recommended that you kill the Fighters first so that the Captain retreats.





## BOSS: WEEPER, IMP CAPTAIN, WATER HAG

|             |         |          |         |         |        |                |
|-------------|---------|----------|---------|---------|--------|----------------|
| WEEPER      | HP: 130 | EXP: 157 | Gil: 42 | ATK: 18 | DEF: 2 | Weak Vs.: Holy |
| IMP CAPTAIN | HP: 37  | EXP: 184 | Gil: 48 | ATK: 15 | DEF: 0 | Weak Vs.: None |
| WATER HAG   | HP: 64  | EXP: 136 | Gil: 38 | ATK: 18 | DEF: 0 | Weak Vs.: Bolt |

Concentrate on defeating the weaker monsters first to lower their numbers. Attack with every character each turn.



## NOTE:

Another boss fight with a Captain and two Fighters occurs. Refer to the strategy above.

## BOSS: GARGOYLE

|         |          |         |         |        |                            |
|---------|----------|---------|---------|--------|----------------------------|
| HP: 160 | EXP: 315 | Gil: 90 | ATK: 28 | DEF: 2 | Weak Vs.: Holy, Projectile |
|---------|----------|---------|---------|--------|----------------------------|

First turn, equip Edward with a bow and Holy arrows. Only one shot is needed to take out the monster. Or, have Edward confuse it with his Lamia harp. The Gargoyle will cast Wind on itself, reducing its HP to under 10.



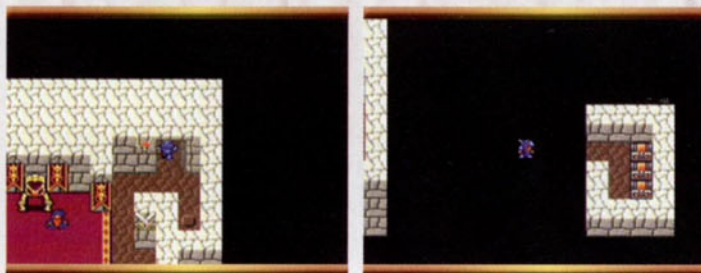
## NOTE:

Two more boss fights occur, with another Weeper/Imp Cap./WaterHag trio and then another Captain/2 Fighters battle. The party retreats into the Crystal Room, where Kain appears.

## BOSS: KAIN

|         |        |        |          |          |                |
|---------|--------|--------|----------|----------|----------------|
| HP: ??? | EXP: 0 | Gil: 0 | ATK: ??? | DEF: ??? | Weak Vs.: None |
|---------|--------|--------|----------|----------|----------------|

This is a story-driven duel between Kain and Cecil, and the traitor will win. Don't waste any HP using Cecil's "Dark" attack and don't waste any items trying to heal him.



## Enter Golbez

The evil sorcerer behind everything finally makes an appearance, taking the crystal and kidnapping Rosa. Yang, Edward, and Rydia join Cecil in his vow to save her.

Return to the Throne Room and search the left pot for a **Hermes**. Then move to the right and press the floor switch to open the secret door. Follow the hidden corridor to a treasure chamber containing a **Silk Web**, a **Demon** shield, and an **Ether I**.



### Regroup and Strategize

Head first to the king's chamber in the East Tower. The injured royal directs you to rest at the Inn. There, the party will rest and determine that an airship is required to reach Golbez. The next morning, Yang asks for a sea vessel to sail to Baron, and the king offers Cecil the **Death** sword.

### Tragedy at Sea

First, enter the Chocobo Forest northeast of the castle, where you should summon Fat Chocobo and dump your extraneous items. Head to



the ship docked in the bay east of Fabul. Yang's wife wishes you *bon voyage*, but the trip doesn't go well. The monster Leviatan wrecks the vessel, and separates the party. Cecil washes up on a strange shore alone, and must quickly move to the safety of a nearby town.

## TO BECOME A PALADIN

### MAIN OBJECTIVES:



Confer with the town elder at the House of Prayer.



Venture east to Mt. Ordeals.



Reunite with Tellah.



Vanquish the demon Milon.



Cecil confronts his dark side.



### MYSIDIA

Considering Cecil's past follies here, you should be extremely careful to whom you speak. Some of the residents still hold a grudge, and they will turn Cecil into a pig or a toad! If this happens, speak to the same person again. He or she will cast the spell again, removing the effects.

The Inn is too expensive and the people are unfriendly, so proceed directly north to the massive House of Prayer.

### A Holy Quest

Inside the House of Prayer, ask the elder for forgiveness. It's not that simple, and Cecil must now renounce the dark sword to become a paladin. Accompanying the dark knight will be two apprentice mages, the white mage Porom and her brother, the black mage Palom. Together, you must brave Mt. Ordeals and acquire the holy sword.

### Preparations

Although Porom and Palom come with their own equipment, you should purchase better items for the trek up Mt. Ordeals. The Armor Shop sells all the protection you need; in addition, you should purchase the Paladin gear even though you can't equip it at the moment. The Weapon Shop sells rods for the twins, but you might want to equip them with Crossbows and Holy arrows for this trip. The Item Shop has a selection of stuff that will come in handy, so stock up.

### The Inexperienced Mages

Palom and Porom need to gain a few levels and learn a few more spells before they're ready for Mt. Ordeals. Earn the Gil needed to buy the new equipment while gaining EXP through random battles on the outskirts of Mysidia.



## OUTSKIRTS OF MYSIDIA

## BESTIARY

| NAME | HP  | ATK | DEF | NOTES                                | WEAK VS. | GIL | EXP |
|------|-----|-----|-----|--------------------------------------|----------|-----|-----|
| Zuu  | 941 | 32  | 0   | Rare enemy. Attack with projectiles. | Projec   | 489 | 432 |

The journey to Mt. Ordeals is incredibly long and tiring. Follow the winding land path to the southeast, until you spot a mountain surrounded by forests. A Chocobo Forest is south of Mt. Ordeals, in case you need to lighten your inventory or restore MP. If your party members are low on HP, use Cure spells to heal them, then talk to the white chocobo to restore your MP. Save your game before entering Mt. Ordeals.



## MT. ORDEALS

## BESTIARY

| NAME     | HP  | ATK | DEF | NOTES                             | WEAK VS.   | GIL | EXP  |
|----------|-----|-----|-----|-----------------------------------|------------|-----|------|
| Ghoul    | 222 | 32  | 3   | Dark attacks ineffective.         | Holy, Fire | 179 | 505  |
| Lilith   | 466 | 46  | 3   | Uses status attack Slap.          | Fire       | 262 | 2703 |
| Red Bone | 210 | 34  | 3   | Undead monster.                   | Holy, Fire | 169 | 315  |
| Revenant | 250 | 36  | 1   | Undead monster.                   | Holy, Fire | 186 | 575  |
| Soul     | 200 | 28  | 3   | Aggregate of souls, casts Fire I. | Holy       | 165 | 460  |

## Items Found

Potion (2)  
Ether1 (2)

## SUGGESTED

| CECIL | PALOM |
|-------|-------|
| 22    | 12    |
| POROM |       |
| 12    |       |

## LEVELS

Proceed up Mt. Ordeals until the party encounters the sage Tellah again. Tellah will rejoin the party. Palom, Porom, and Tellah should be in the back row, with Cecil out front.

Cecil's dark swords will be completely ineffective against many of the monsters on Mt. Ordeals. The twins can pick up the slack by attacking these creatures with Crossbows and Holy arrows.

## The Demon of Earth

Continue ascending Mt. Ordeals, up to the Summit. Use the save point to rest in a Tent and record your game. At the top of the bridge waits one of Golbez's evil minions.

## BOSS: MILON, 4 GHOSTS

|          |              |              |           |         |        |                      |
|----------|--------------|--------------|-----------|---------|--------|----------------------|
| MILON    | HP: 3500     | EXP: 3200    | Gil: 2000 | ATK: 19 | DEF: 1 | Weak Vs.: Fire       |
| 4 GHOSTS | HP: 200 each | EXP: 50 each | Gil: 100  | ATK: 42 | DEF: 1 | Weak Vs.: Holy, Fire |

Eliminate the Ghosts immediately, since they do more harm than Milon. Each turn, have Tellah and Palom cast Fire spells in succession to wipe out each Ghost. Cecil should attack Milon with his Death sword each turn, while Porom casts Cure repeatedly. After wiping out the Ghosts, focus Fire1 and Fire2 spells on Milon while Cecil continues his physical attacks. Milon will counterattack with Bolt spells after taking any kind of damage, so have Porom heal the party as needed.



**After the battle, do not proceed!** Instead, return to the save point, use a Tent and save, then return. Milon's second form will attack you from behind on the other side of the bridge.

## BOSS: MILON Z.

|          |           |           |         |        |                                  |
|----------|-----------|-----------|---------|--------|----------------------------------|
| HP: 3523 | EXP: 3600 | Gil: 2500 | ATK: 46 | DEF: 1 | Weak Vs.: Projectile, Holy, Fire |
|----------|-----------|-----------|---------|--------|----------------------------------|

Since Milon Z. attacks from the rear, your first character should use his or her turn to switch rows to protect the mages. Tellah and Palom should cast Fire spells on the demon every round. If Palom does not have Fire2, then use the Twin command and have Tellah heal your party. Milon Z. uses poison attacks, so you should cast Cure spells often. If Tellah has Esuna, cast it each time poison is inflicted.





## Tomb of the Paladin

Return to the save point and use a Tent yet again before entering the tomb at the top of Mt. Ordeals. Inside, Cecil becomes a paladin equipped with the Legend sword. However, before he can leave, Cecil must pass a tricky test.

### BOSS: DARK KNIGHT

HP: ??? EXP: 0 Gil: 0 ATK: ??? DEF: ??? Weak Vs.: None

This battle is story-driven. The true nature of a paladin is not about aggression, a lesson that Cecil is expected to understand by now. Do not attack the Dark Knight or use any items. Instead, do nothing or select the Parry command every round. If you attack the Dark Knight continuously, it will eventually kill you and end the game. However, after the Dark Knight inflicts roughly 300 HP damage without Cecil retaliating, the battle will abruptly end.



## Finally a Paladin

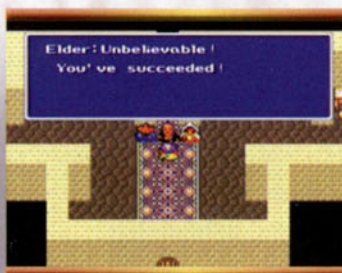
Cecil's quest for redemption is complete, and he's now a Level 1 paladin with 600 HP and the ability to use white magic. If you have the Paladin armor, he should be able to get off the mountain with little trouble. Leveling up Cecil at Mt. Ordeals is great, because he will gain about five levels after each of the first few random battles.

Luckily, Tellah has remembered all of his magic spells and proves to be a much greater asset to the party. After equipping Cecil with the Paladin armor, take the opportunity to do some leveling up at Mt. Ordeals.

## Acceptance in Mysidia

Exit Mt. Ordeals and move south into the Chocobo Forest. Ride a chocobo back to Mysidia, for an easier return trip. Speak to the elder at the House of Prayer once more, to confirm that Cecil is now officially one of the good guys. Palom and Porom will remain with the party as you return to Baron.

Exit the House of Prayer and enter the building just above the Inn in Mysidia. This is the entrance of the Devil's Road, and it has been unsealed for you to use. Cecil and the mages warp back to the Devil's Road entrance in Baron.



# RETURN TO BARON

## MAIN OBJECTIVES:



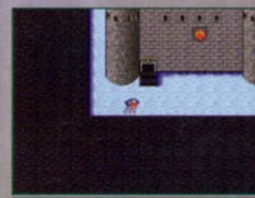
Save Yang from mind control.



Unlock the Waterway entrance.



Find secret passages in the Waterways of Baron.



Enter Castle Baron through the moat.



Uncover Baigan's deception.



Find Baron's national treasures.



Reveal and defeat Cagnazzo.



Board the Enterprise.



## TOWN OF BARON

At the Inn, Yang is in the pub. He's under mind control, and attacks the party.

| SUGGESTED LEVELS |        |
|------------------|--------|
| CECIL            | PALOM  |
| 12               | 17     |
| POROM            | TELLAH |
| 17               | 22     |

## Items Found

BaronKey  
1000 Gil

## BOSS: 2 GUARDS

HP: 280 each EXP: 0 Gil: 0 ATK: 40 DEF: 3 Weak Vs.: None

Have Tellah use a powerful spell such as Fire3, Bolt3, or Bio to eliminate the Guards quickly. They are capable of inflicting Pig or Mini status, so don't give them the opportunity.

|       |       |        |     |     |
|-------|-------|--------|-----|-----|
| Guard | Fight | Tellah | 415 | 415 |
|       | thite | Porom  | 240 | 240 |
|       |       | Cecil  | 787 | 787 |
|       |       | Porom  | 245 | 245 |

## BOSS: YANG

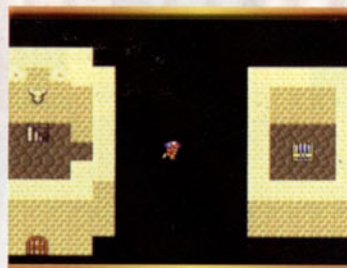
HP: ??? EXP: 0 Gil: 0 ATK: ??? DEF: ??? Weak Vs.: None

You should be familiar with Yang's Kick attack, which does a heavy amount of damage. Porom and Tellah should cast Cure2 or Cure3 on the whole party often to keep characters from dying. Attack with Cecil and cast Palom's more powerful spells in the meantime, and the battle should come to a quick conclusion.

|      |       |        |     |     |
|------|-------|--------|-----|-----|
| Monk | Fight | Tellah | 415 | 415 |
|      | thite | Porom  | 240 | 240 |
|      | Cover | Cecil  | 483 | 787 |
|      | Item  | Porom  | 33  | 245 |

|      |        |     |     |
|------|--------|-----|-----|
| Monk | Tellah | 415 | 415 |
|      | Porom  | 240 | 240 |
|      | Cecil  | 224 | 787 |
|      | Porom  | 0   | 245 |

|          |     |        |     |
|----------|-----|--------|-----|
| Gysahl   | :38 | Ether1 | :09 |
| Soft     | :27 | Cabin  | :30 |
| BaronKey | :01 |        |     |



## Entering Baron

Yang regains his memory and rejoins the party. Everyone gets to rest free of charge at the Inn. Afterward, the monk produces a perk gained by temporarily serving evil, the **BaronKey**. With it, you can unlock the town's Weapons/Armor Shop. This is fortunate, because Yang somehow lost his equipment during his time away from the party. After you purchase replacements, move to the locked door on the far left side of the town. From the pop-up item window, use the BaronKey to gain access to the Waterways. Just inside, search for a hidden passage that leads to a chest containing **1000 Gil**.

## WATERWAYS OF BARON

## BESTIARY

| NAME      | HP  | ATK | DEF | NOTES                               | WEAK VS. | GIL | EXP  |
|-----------|-----|-----|-----|-------------------------------------|----------|-----|------|
| AquaWorm  | 638 | 42  | 0   | Confuse to prevent Wave attacks.    | Bolt     | 219 | 690  |
| Crocodile | 292 | 38  | 2   | Reptilian monster.                  | Ice      | 218 | 660  |
| ElecFish  | 284 | 40  | 2   | Absorbs bolt attacks.               | Projec   | 214 | 640  |
| FangShel  | 380 | 42  | 2   | Yields lots of EXP.                 | Bolt     | 262 | 1030 |
| Guard     | 280 | 40  | 3   | Casts Piggy and Mini.               | None     | 230 | 710  |
| Hydra     | 257 | 44  | 2   | The Entangle attack stops movement. | Bolt     | 209 | 670  |
| Piranha   | 180 | 31  | 3   | Bolt spells are effective.          | Bolt     | 145 | 430  |

| SUGGESTED LEVELS |        |
|------------------|--------|
| CECIL            | PALOM  |
| 13               | 17     |
| POROM            | TELLAH |
| 17               | 22     |
| YANG             |        |
| 18               |        |

Defeating some of the monsters in the Waterways may be difficult if your characters' levels are below the recommended levels. In that case, you may need to fight several monsters until your characters reach a sufficient level. You can always return to the Baron Inn and rest up for a mere 50 Gil.

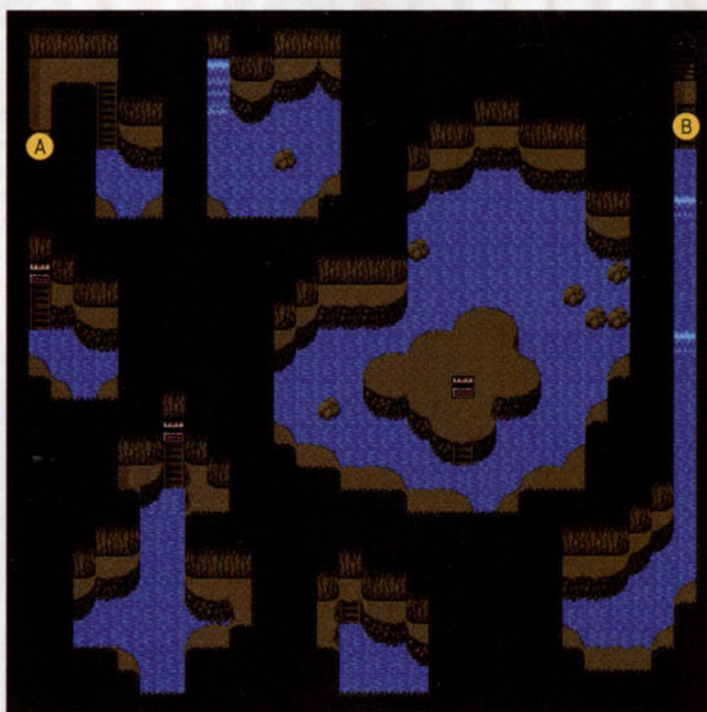
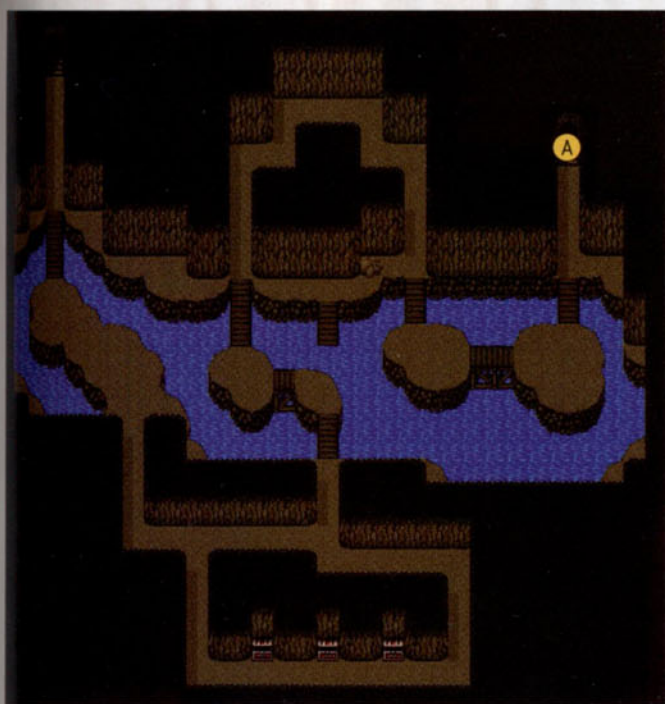
## B4F

Move south in the first chamber and collect the items in the three chests. Then cross the islets to the next area.

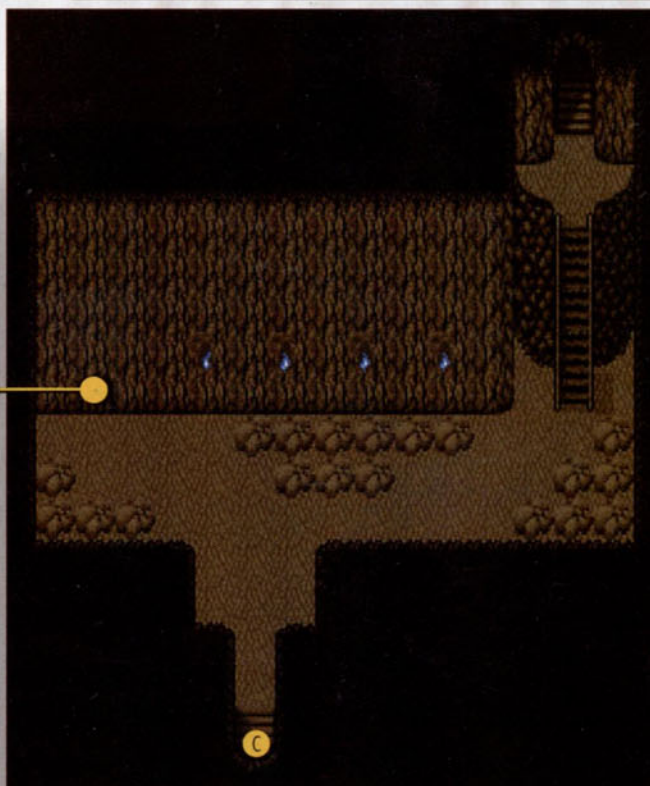
## Items Found

HiPotion  
Ether1 (2)  
ThorRage  
HrGlass1  
Silk Web  
Hermes  
Ancient (sword)





To Save Point

**B3F**

Climb into the water and head south into a hidden passage, which leads to an **HrGlass1**. Navigate the connecting series of secret paths to collect the items and reach the large central chamber. There are hidden paths at the bottom of the large area, and near the rocks off to the right that lead to the exit.

**B2F**

Ascend the long stairs, then move left through a secret passage to reach the **Ether1** in the chest.

**B1F**

Enter the left door to find a save point. A secret passage from the save chamber leads to a chest containing Cecil's **Ancient** sword. Be sure to save before exiting the Waterways.

Found Ancient







## CASTLE BARON

Follow the moat counter-clockwise to an entrance into the castle's courtyard. If necessary, return to Cecil's room in the west tower and rest in his old bed. As you venture back toward the Throne Room area, you'll encounter the king's advisor Baigan outside the royal chamber. However, as you move north to see the king, Palom and Porom notice something evil about Baigan.

### Items Found

Unihorn (2)  
Ether1 (4)  
Life (2)  
Bacchus (2)  
Hermes (2)  
HiPotion (2)  
Tent (2)  
Elixir

## BOSS: BAIGAN, RIGHT ARM, LEFT ARM

|             |          |           |           |         |        |                |
|-------------|----------|-----------|-----------|---------|--------|----------------|
| WEEPER      | HP: 4444 | EXP: 4000 | Gil: 3000 | ATK: 58 | DEF: 1 | Weak Vs.: None |
| IMP CAPTAIN | HP: 444  | EXP: 10   | Gil: 0    | ATK: 58 | DEF: 2 | Weak Vs.: None |
| WATER HAG   | HP: 444  | EXP: 10   | Gil: 0    | ATK: 58 | DEF: 2 | Weak Vs.: None |

Focus on attacking the body, and Baigan isn't such a difficult enemy. The arms can be killed off first (they do the most damage), but the body will simply rebuild them in a few rounds. With the body gone, the arms will not regenerate. Have Tellah cast an extremely strong spell on Baigan's body, and it will cast Wall on itself. To counteract this, Tellah can cast Wall on one of the other party members. Then Tellah and Palom can cast attack spells on this ally, which will reflect and damage some part of Baigan.



## Nap Time and the Royal Treasures

Before entering the Throne Room, return to Cecil's room and rest. An even more difficult boss fight lies ahead. You can also access the east side of the castle, where the royal treasures lie.

Along the corridor on the east side of the castle, press the wall switch to open the secret passage. Travel across the invisible corridor and head downstairs to a room containing two **Unihorns**, two **Ether1s**, and two **Lives**.

In the northeast tower, the party will find two **Bacchus** and two **Hermes** on the first floor. An **Elixir** and a passage sealed by an impenetrable force are in the basement. On 2F, the pots are empty but the chests contain two **HiPotions**. The third floor holds many plundered

chests, but there are still two **Tents** and an **Ether1** for the taking. One of the pots contains another **Ether1**. After collecting these treasures and resting, enter the Throne Room to confront King Baron.



## BOSS: CAGNAZZO

|          |           |           |         |        |                |
|----------|-----------|-----------|---------|--------|----------------|
| HP: 5312 | EXP: 5500 | Gil: 4000 | ATK: 44 | DEF: 2 | Weak Vs.: Bolt |
|----------|-----------|-----------|---------|--------|----------------|

Equip Yang with BoltClaws and use his "Power" ability throughout the battle to deliver devastating blows. Tellah and Palom should cast Bolt2 or Bolt3 each turn. Not only do these spells do the most damage, but they will also prevent Cagnazzo from unleashing his Wave attack. Note that when Cagnazzo is surrounded by his water barrier in preparation for the Wave attack, Bolt attacks and spells will do even more damage. Meanwhile, Porom should cast Cure spells often, while Cecil alternates between attacking and healing. When the demon retracts into his shell ("Turtle defense!"), it reduces the effectiveness of all attacks. Use this opportunity to heal, replenish MP, or Parry until Cagnazzo comes back out to play.



## Airships and Sacrifice

Following the battle, the engineer Cid reunites with Cecil, but Palom and Porom will be leaving the party.

Cid joins the party and takes everyone to the Enterprise, hidden in a secret hangar. Now that you have an airship at your disposal, there are a few advantageous places to visit before proceeding to Troia.





## VILLAGE OF MIST

Search in the grassy areas for three **Bombs**. In one of the buildings, you can enter a large fireplace and walk through a secret passage to the right, where you'll find a valuable **Tiara**.

**Prisoner** clothes, and a **RubyRing**. A hidden space in the right wall turns into another secret passage that heads to the south, where a chest contains a **Change** rod.

### Items Found

Bomb (3)  
Tiara  
Prisoner (clothes)  
RubyRing  
Change (rod)



## MYTHRIL VILLAGE

Position the Enterprise directly over Fabul, then fly straight south until you spot a land mass shaped like a fox's head. The town on this island is one of the most expensive in the game, since the Inn costs 500 Gil and the mythril items have hefty price tags. Search in the grassy areas around town to find **5000 Gil**, a **Mythril** dagger, and a **Mythril** staff. That should help a little bit.

### Items Found

5000 Gil  
Mythril (dagger)  
Mythril (staff)



## AGART

For players with less money at this point, you may find the shopping in the village of Agart to be more agreeable. Position the Enterprise over Baron, then head directly south until you reach an island with a few forests and a town located near a large mountain range. The residents here are all descended from dwarves. The shops carry affordable weapons and armor made of iron, and the Inn is cheap. The Item Shop is located inside the Inn, and the locals will all

### Items Found

Boreas

give clues about an "underworld" that might be accessible from somewhere in this vicinity. Search the grassy area northwest of the sacred well for a **Boreas**. In the Agart Observatory, you can look through the telescope at the moon.

# TROIA'S STOLEN CRYSTAL

## MAIN OBJECTIVES:



Confer with the eight clerics of Troia.



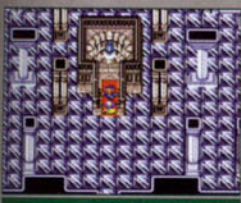
Find Edward resting.



Journey due north of Troia.



Ride a black chocobo to the Magnetic Cavern.



Confront the Dark Elf.



Smite the Dark Dragon.



Return the Earth Crystal to Troia.



Prepare to save Rosa.





## TROIA

The Troian kingdom lies buried in a vast forest on the west continent. The castle and town are located near the mountains amidst the trees there. Landing near the castle is a bit tricky, as there is only a tiny spot of green grass to allow a safe landing.

Much like Baron, there is a town outside of the castle, where the citizens live. Explore here first for items and information. Notice that the shops here sell non-metallic items. This is for good reason, which is explained later.

### Items Found

1000 Gil  
Ether1  
Ether2  
Illusion

### Where Are the Items?

To find the hidden items, climb into the pool and wade past the swimmers into the moat. Follow the moat to the pool at the top, where Namingway is practicing his backstroke. Climb out of the pool onto the small green area, and head through the secret path to the left. Find all the items listed above in the small grassy section.

### Entertainment in Troia

The Pub lies just above the Item Shop. A man near an obvious secret door at the top asks to see your Pass. If you're curious about this, speak to the woman dressed in red and yellow near the entrance to buy the Pass for 10000 Gil. This allows you into the Court of Kings whenever you like, where dancers will make you a part of their act.



### Black Chocobo Farm

In the top right corner of Troia is the Black Chocobo Farm. Inside, examine the skull to open the secret door, and descend the stairs. Speak to the people below about black chocobos, and for clues about the Chocobo Village to the north.



## TROIA CASTLE

Enter the castle and continue heading north until you reach the chamber outside the Crystal Room, where the eight clerics of Troia preside. Speak to all eight of them to find out what happened to the Earth Crystal.

### The Lost Ally

Return to the foyer outside the clerics' chamber, and go through the left door. Move to the top left tower. Inside is the lost Edward, resting in bed. The prince of Damcyan is wounded and sick, but gives Cecil the **TwinHarp**. This is an important item needed to complete your next quest.

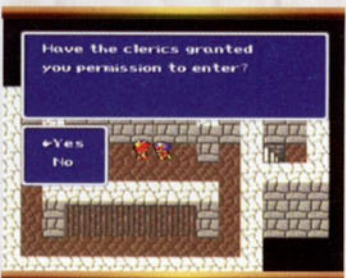
### Items Found

TwinHarp  
Bacchus  
Tent (2)  
HiPotion (2)  
Ether1 (2)  
RubyRing (2)



### Troia's Treasures

Like other castles, Troia has a bevy of treasures to aid your quest against evil. However, until you return with the Earth Crystal, only half of them are available for the taking. From the foyer, proceed through the eastern door, and head to the northeast tower. Inside, go down the center of the three sets of stairs and search the lower right pots for a **Bacchus**. Return to the top and descend the right stairs. Step on the center floor switch and go into the left chamber. As you exit, the next secret door will open automatically. As you collect the items, secret doors will keep opening until you get to the end.



In the lower left chamber, a person asks if you have permission to take the treasures. You don't yet have clearance, and don't bother lying, either. Just return to this room after defeating the Dark Elf.



## OUTSKIRTS OF TROIA

## BESTIARY

| NAME     | HP  | ATK | DEF | NOTES                                | WEAK VS.  | GIL | EXP |
|----------|-----|-----|-----|--------------------------------------|-----------|-----|-----|
| Cannibal | 440 | 24  | 2   | Plant monster that disperses pollen. | Fire      | 210 | 650 |
| Panther  | 342 | 50  | 2   | KO's with Bluster counterattack.     | Holy      | 252 | 820 |
| Python   | 108 | 46  | 0   | Uses special attack Entangle.        | Holy, Ice | 222 | 700 |
| StingRat | 398 | 40  | 3   | Uses Needle when attacked.           | None      | 220 | 700 |
| Treant   | 335 | 52  | 1   | Plant monster that casts Stop.       | Fire      | 148 | 687 |

To reach the Dark Elf's lair, start by walking north through the forests to the Chocobo Village. From there, fly a black chocobo to the northeast island and land in the forest outside the Magnetic Cavern.

## Before The Journey

In preparation, buy non-metallic armor and weapons for all your characters in Troia, if you sold your previous items. If you left them with the Fat Chocobo, you can retrieve them at the Chocobo Village. Purchase plenty of Holy arrows and other types of projectiles, and acquire another Wooden hammer for Cid if you sold his old one.

## Hunting

Wander around the forests of Troia, fighting monsters and gaining EXP until your characters are at the suggested levels for the Magnetic Cavern. To regain HP and MP, cast Cure spells and talk to the white chocobo in Chocobo Village.

| First Strike |     |     |   |
|--------------|-----|-----|---|
| Panther      | 342 | 50  | 2 |
| StingRat     | 398 | 40  | 3 |
| Cid          | 445 | 24  | 2 |
| Tellah       | 390 | 44  | 2 |
| Cecil        | 910 | 994 |   |
| Yang         | 960 | 972 |   |



## CHOCOBO VILLAGE

In the square space to the left of the entrance, Fat Chocobo can be summoned with a Gysahl. There are also black chocobos in the area. Chase one down and ride it out of the village. On the world map, fly due east of the Chocobo Village to a nearby island covered by mountains and forest. Land the black chocobo in the forests near the cave entrance. Save your game and use a Tent if necessary before entering.

## Items Found

Gysahl

## MAGNETIC CAVERN

## BESTIARY

| NAME     | HP  | ATK | DEF | NOTES                           | WEAK VS.     | GIL | EXP  |
|----------|-----|-----|-----|---------------------------------|--------------|-----|------|
| Cave Bat | 334 | 42  | 3   | Normal bats that drain life.    | Projec, Holy | 151 | 598  |
| CaveNaga | 285 | 40  | 3   | Casts Slow.                     | Holy         | 201 | 800  |
| Mag      | 300 | 44  | 3   | Uses special attack Blast.      | None         | 232 | 1000 |
| Ogre     | 865 | 60  | 2   | Giants with high attack power.  | Holy         | 240 | 800  |
| VampGirl | 270 | 38  | 2   | Excels at using Vampire attack. | Fire, Holy   | 195 | 810  |

## Items Found

HiPotion (2)  
Unihorn  
EtherL (2)  
2000 Gil  
Silk Web  
HrGlassL  
Fairy (claw)  
Exit  
Earth Crystal

## SUGGESTED

| CECIL | TELLAH |
|-------|--------|
| 22    | 24     |
| CID   | YANG   |
| 22    | 22     |

## LEVELS

As previously mentioned, remove all metallic armor and weapons from your characters before entering the Magnetic Cavern. Characters bearing metal items will be immobile and useless in battle. Equip them with items such as Leather armor, Feather hats, and RubyRings. Cecil should be equipped with a bow and Holy arrows, and Cid should bear his Wooden hammer again. Yang's claws are not affected by the cavern's properties, so equip him with the strongest ones available.

| Vampire  |      |      |   |
|----------|------|------|---|
| VampGirl | 270  | 38   | 2 |
| Cave Bat | 334  | 42   | 3 |
| Cid      | 445  | 24   | 2 |
| Cecil    | 1432 | 1515 |   |
| Tellah   | 344  | 649  |   |
| Yang     | 1977 | 1977 |   |

## Enemy Encounters

When fighting Ogres, use Holy arrows and Yang's Power attack to defeat them more easily. Quickly blast Cave Bats and VampGirls with Tellah's Fire3 spell, to avoid HP drain in battle. Mages are impervious to level 1 elemental spells, so use high-powered spells and physical attacks against them.

## Navigation

The Magnetic Cavern is a very straightforward area. Be sure to check behind all doors for useful items and save points. On B4F, when you reach the cluster of torches, first head across the platforms to the right and use the save point. The door in the column at the top of the area leads to the Crystal Room, where you'll encounter the Dark Elf.





## BOSS: DARK ELF

HP: 23890

EXP: 1000

Gil: 4000

ATK: 18

DEF: 0

Weak Vs.: None

The Dark Elf's ceaseless magic attacks decimate the party during the first half of the battle. This is a story-driven battle, so there is little to do. Then Edward plays a song to disrupt the magnetic field in the cave, enabling the use of metallic equipment and restoring the party to full health for the real battle. Take time to properly equip everyone with his strongest armor and weapons, then move to the Dark Elf and engage it.

During the second battle, cast Tellah's Wall spell on as many characters as possible. This way, the Dark Elf will cause itself some damage with its own magic spells. Use Yang's Power attack, while Cecil and Cid attack normally. Use DietFoods to cure Pig status. After its HP is gone, the Dark Elf transforms into the Dark Dragon and the battle continues.



## BOSS: DARK DRAGON

HP: 3927

EXP: 6000

Gil: 5000

ATK: 94

DEF: 1

Weak Vs.: Holy

Continue using your strongest attacks, but avoid black magic spells weaker than level 3 since the creature is highly resistant to them. Have Tellah heal everyone after the Dragon uses its Dark Breath attack. If you don't have a Mythril sword, equip Cecil with a bow and Holy arrows.



## When the Smoke Clears

After the boss fight, grab the Earth Crystal and leave the cave. On the way out, the enemies can be defeated more easily since the magnetic field is gone. Yang can kill Ogres with one hit using the **Fairy** claw found in the cave. Use this opportunity to level up the characters for the events to come. Then hop back on the black chocobo, which will fly you directly back to its village. Walk or ride another chocobo back to Troia.



## TROIA CASTLE

Return to the clerics and they will be amazed that you've returned with the crystal. However, Kain's voice cuts their celebration short. Talk to the clerics to get permission to take the castle's treasures. On the way out of the castle, stop by the treasure room in the northeast tower that was inaccessible previously. In the underground room are 18 chests containing all the items on the list. Then leave the castle and board the Enterprise. The crew is taken immediately to the Tower of Zot.

## Items Found

HiPotion (2)  
Remedy (2)  
Ether1 (2)  
Ether2 (2)  
Elixir  
EchoNote (2)  
GreatBow  
Fire (arrows)  
(2x10)  
Bolt (arrows)  
(x10)  
Ice (arrows)  
(2x10)  
Ag Apple



# TOWER OF ZOT

## MAIN OBJECTIVES:



Find helpful weapons and items.



Defeat the Magus sisters.



Rescue Rosa.



Survive the assault of Valvalis.

## TOWER OF ZOT BESTIARY

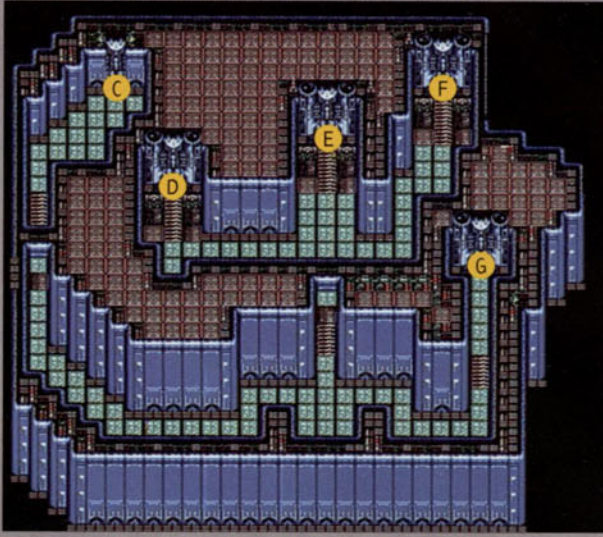
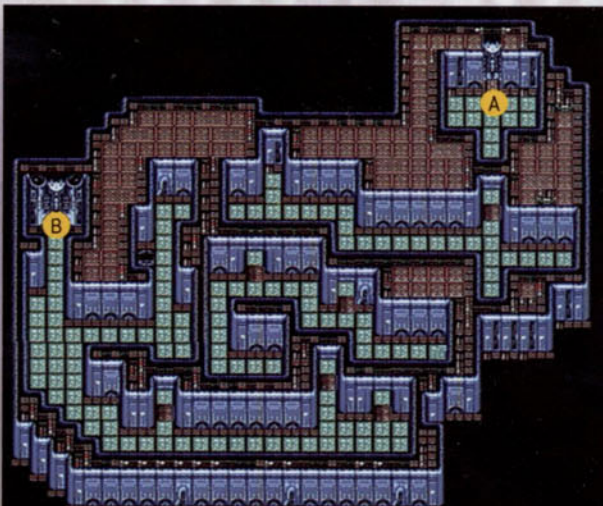
| NAME     | HP  | ATK | DEF | NOTES                               | WEAK VS.   | GIL | EXP  |
|----------|-----|-----|-----|-------------------------------------|------------|-----|------|
| Carapace | 700 | 72  | 4   | Absorbs fire.                       | Ice        | 224 | 920  |
| Centaur  | 380 | 58  | 2   | Part human and part horse.          | None       | 172 | 860  |
| EpeeGirl | 425 | 60  | 3   | Female epeeist. high attack power.  | None       | 200 | 1050 |
| Gremlin  | 410 | 56  | 3   | Witch that casts Charm.             | Fire       | 275 | 1221 |
| IceBeast | 520 | 64  | 3   | Strong vs. ice. Uses Blizzard.      | Fire       | 276 | 1441 |
| Ice Liz  | 480 | 62  | 2   | Uses Petrify. Strong vs. ice.       | Fire       | 289 | 1331 |
| Marion   | 473 | 56  | 3   | Summons. Casts Death when confused. | None       | 195 | 1000 |
| Puppet   | 256 | 56  | 3   | Uses many types of magic.           | Fire       | 180 | 800  |
| Slime    | 105 | 52  | 254 | Slimy enemy with high defense.      | Fire       | 50  | 750  |
| SwordMan | 360 | 64  | 2   | Uses Absorb and Curse.              | Fire, Holy | 175 | 840  |
| Witch    | 350 | 50  | 2   | High attack power.                  | None       | 329 | 1551 |

### Items Found

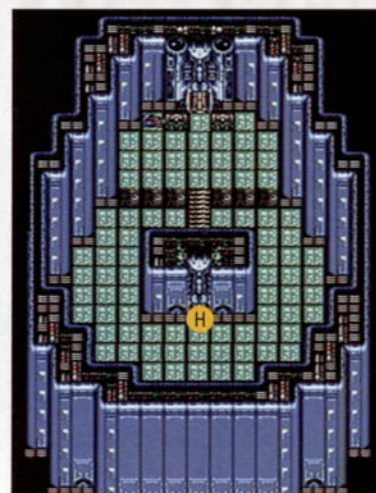
- Flame (armor)
- Flame (sword)
- HellClaw
- Flame (shield)
- Gaia (hammer)
- Wizard (robe)

### SUGGESTED LEVELS

| CECIL | TELLAH |
|-------|--------|
| 30    | 27     |
| CID   | YANG   |
| 28    | 30     |



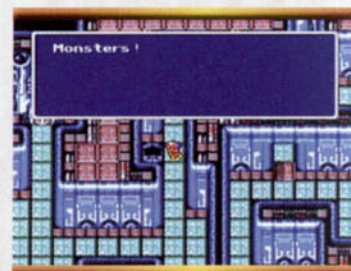




After communicating with Golbez, move directly upward to collect the **Flame** armor from the box in the top left corner of the map. There are relatively few items to get in the tower, but navigation is confusing so pause your game until you've thoroughly studied the maps. Prolonged travels will leave your party low in HP and MP, since random battles are so frequent.

### Treasure Monsters

Close to the exit of 2F, divert momentarily into the right passage and open the box in there. A treasure monster appears. This is usually a particularly tough creature that must be defeated to win a prize. In this case, a FlameDog will appear, and you should use Ice spells to defeat it and win the **Flame** sword.



### Careful Advancement

5F is sectioned off, so you must use several entrances from 4F to reach the different areas. Just be sure to collect all the items before reaching the boss fight location, because the items will be beneficial in your struggles. Enter the save room and use a Tent before taking on the bosses.

## BOSS: MAGUS SISTERS

|              |          |           |           |         |        |                |
|--------------|----------|-----------|-----------|---------|--------|----------------|
| <b>SANDY</b> | HP: 2591 | EXP: 2500 | Gil: 3000 | ATK: 30 | DEF: 1 | Weak Vs.: None |
| <b>CINDY</b> | HP: 4599 | EXP: 2500 | Gil: 3000 | ATK: 36 | DEF: 2 | Weak Vs.: None |
| <b>MINDY</b> | HP: 2590 | EXP: 2500 | Gil: 3000 | ATK: 30 | DEF: 1 | Weak Vs.: None |

The middle sister, Cindy, heals and revives the other two, so focus on finishing her off first. Since she will have Wall cast on her almost immediately, use physical attacks and Yang's Power attack to defeat her. Afterward, use magic and regular attacks to kill the smaller sister, Mindy, who casts spells. Then it should be easy to finish off the tall one, Sandy.



### After the Sisters

Do the party a big favor and return to the last save point. Use another Tent and save. **Remove all the items from Tellah, don't leave him equipped with anything.** Then enter the door previously guarded by the Magus sisters and move north to find Golbez and Kain. After Tellah fights Golbez, he leaves the party. Don't be too sad, as Kain and Rosa are great replacements. Rosa lost her armor, so equip her immediately with good armor, a bow, and arrows. As you start to exit the prison room, Valvalis attacks.

## BOSS: VALVALIS

|          |           |           |         |        |                |
|----------|-----------|-----------|---------|--------|----------------|
| HP: 8636 | EXP: 9000 | Gil: 5500 | ATK: 88 | DEF: 0 | Weak Vs.: None |
|----------|-----------|-----------|---------|--------|----------------|

Valvalis will wrap herself in a tornado and do massive damage to each of your characters with her Wind attack. Use Rosa's strongest Cure and Life spells to keep the party going. While the tornado protects Valvalis, regular attacks are ineffective. Use Kain's Jump attack to bring her out of this state, and then hit her with Yang's Power attack while Cecil and Cid continue to strike with weapons. Try to destroy Valvalis before she wraps herself in another tornado, or it could spell your doom.





# THE UNDERWORLD

## MAIN OBJECTIVES:



Drop the Magma into the bottomless well.



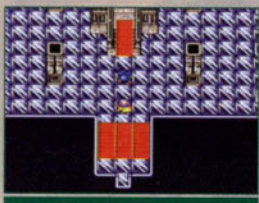
Fly the Enterprise into the crater.



Meet the king of the dwarves.



Protect the dark crystal from Calbrina.



Confront Golbez.



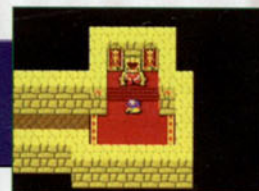
Follow the villain northwest to the Tower of Babil.

## CASTLE BARON

Rosa teleports the party out of the collapsing tower to the safety of Cecil's room in Castle Baron. After Kain informs the party about the crystals of darkness, he hands over the **Magma**.

### TIP

Before leaving Baron, return to the basement of the northeast tower. You can now enter a new area formerly blocked by a magic barrier. Here, Cecil will encounter the ghost of King Baron, who instructs him to return after visiting the Land of Summons. Check the **Secrets** section for more details.



## AGART

Fly directly south from Baron to the island where Agart lies. Enter the building that houses the bottomless well and drop the Magma into it. A massive crater appears in the mountains outside the village.

Board the Enterprise and position it directly over the crater. Press X to descend into the Underworld. After flying into the crossfire of a battle, the airship will land near the Dwarven Castle.

## DWARVEN CASTLE

Proceed directly north through the castle to the throne room of King Giott. Cid leaves the party to commence repairs on the Enterprise. After Yang senses a presence in the Crystal Room behind the throne, the group moves in to confront the enemy.

### SUGGESTED

| CECIL | ROSA |
|-------|------|
| 33    | 33   |
| KAIN  | YANG |
| 35    | 34   |

### LEVELS

### Items Found

5000 Gil  
Dwarf (axe)  
Bacchus (2)  
Elixir (2)  
Ether1 (2)  
HrGlass2  
Strength (glove)  
HiPotion  
BlkBelt  
Gysahl (3)  
Cabin (3)



## BOSS: 3 CAL, 3 BRINA

|            |               |                |               |         |        |                |
|------------|---------------|----------------|---------------|---------|--------|----------------|
| <b>CAL</b> | HP: 1369 each | EXP: 1000 each | Gil: 500 each | ATK: 54 | DEF: 1 | Weak Vs.: None |
|------------|---------------|----------------|---------------|---------|--------|----------------|

|              |              |                |               |         |        |                |
|--------------|--------------|----------------|---------------|---------|--------|----------------|
| <b>BRINA</b> | HP: 369 each | EXP: 1000 each | Gil: 500 each | ATK: 54 | DEF: 1 | Weak Vs.: None |
|--------------|--------------|----------------|---------------|---------|--------|----------------|

The red Brinas in the front row are extremely easy to take out, so let Cecil and Rosa handle them while Kain and Yang tackle the blue Cals in the back. Use Kain's Jump and Yang's Power attacks. The idea of this battle is to take out as many of the smaller dolls as possible before they unite into Calbrina, so that the total amount of EXP and Gil gained at the end of both battles is greater.



## BOSS: CALBRINA

|                 |                   |                  |                 |               |                       |
|-----------------|-------------------|------------------|-----------------|---------------|-----------------------|
| <b>HP: 5315</b> | <b>EXP: 12000</b> | <b>Gil: 5000</b> | <b>ATK: 106</b> | <b>DEF: 2</b> | <b>Weak Vs.: None</b> |
|-----------------|-------------------|------------------|-----------------|---------------|-----------------------|

Use Rosa's Aim ability to pelt this thing with arrows. Yang and Kain should continue to Power attack and Jump, respectively. If you're at the suggested levels for this part of the game, you shouldn't have much trouble defeating the big baby doll.



## BOSS: GOLBEZ, SHADOW

|               |         |                   |                   |         |        |                      |
|---------------|---------|-------------------|-------------------|---------|--------|----------------------|
| <b>GOLBEZ</b> | HP: ??? | EXP: 15000 (both) | Gil: 11000 (both) | ATK: 86 | DEF: 0 | Weak Vs.: Holy, Fire |
|---------------|---------|-------------------|-------------------|---------|--------|----------------------|

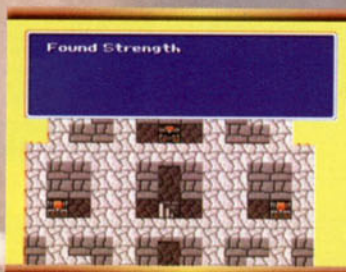
|               |         |                   |                   |         |        |                |
|---------------|---------|-------------------|-------------------|---------|--------|----------------|
| <b>SHADOW</b> | HP: ??? | EXP: 15000 (both) | Gil: 11000 (both) | ATK: 86 | DEF: 4 | Weak Vs.: None |
|---------------|---------|-------------------|-------------------|---------|--------|----------------|

As part of the story, Golbez will cast Hold Gas, which immobilizes the visible party. If you're lucky, Kain will be in mid-Jump when Golbez does this, so that he stays active. In the meantime, Golbez summons Shadow. This creature can employ the special attack "Demolish" three times in a row, KO'ing your characters. When Shadow is just about to finish off Cecil, an older Rydia rejoins the party. Immediately open Rydia's Call menu. She learned a lot of new summons while she was gone! Call Titan to do massive damage. Cecil's attacks will also inflict a lot of pain for the rest of the battle, and Golbez should be finished in no time.



## The Creeping Hand

Golbez's hand manages to survive the battle, and the crystal is stolen. After Cecil and crew apologize to the king, he asks the party to infiltrate the Tower of Babil and steal back the seven crystals. The dwarven tank army will create a diversion so you can sneak inside.



## Tour the Dwarf Castle

In the hall below the throne room, there are stairs on the left and the right. The east stairs lead to the Weapon and Armor Shops. Walk directly between the two counters to reach an area called the Rally-ho Pub. Read more about this area in the **Secrets** section. The stairs on the right side of the room lead up into the East Tower. Find a **Dwarf** axe on the third floor. On 4F, find a secret passage to reach the pots near the bottom. Search them to find a **Bacchus**, and head up to 5F. Navigate the hidden passages through the brick walls to open the chests, to collect a **Strength** glove, an **Elixir**, an **Ether1**, and an **HrGlass2**.



Found 5000 Gil

Found HiPotion

Return to the hall outside the throne room. The left stairs on this floor lead to the Item Shop and the Inn. Resting here costs a whopping 600 Gil! Don't waste the money here, because you'll soon find a way to recharge for free. Search the pot to the left of the counter to find 5000 Gil, and head upstairs into the West Tower. On 4F, there is a secret passage on the right that leads you to the lower right pot. Search it for another Bacchus. Navigate the hidden passages on 5F to reach an **Elixir**, a **HiPotion**, a **BlkBelt**, and an **Ether1** near Namingway's position.

Return to 2F where the Inn is located, and move left to the stairs. On B1F, move past the Infirmary. Speak to the first guard, and he will open a secret passage for you. First, move to the right and search the pots for three **Gysahl**s. Now ascend the carpeted stairs, where you can summon Fat Chocobo. Clear as many items as needed out of your inventory, then enter the secret passage.

### The Dwarven Base

Move through the caverns under the castle, and don't miss the three **Cabins** in the chests at the end of the right passage. Move down into the Dwarven Base, where preparations for the assault on the Tower of Babil are underway. Pass through the bottom doors and drink from the Water of Life on the far left to restore HP and MP.



## UNDERWORLD BESTIARY

| NAME     | HP   | ATK | DEF | NOTES                            | WEAK VS. | GIL | EXP  |
|----------|------|-----|-----|----------------------------------|----------|-----|------|
| Armadilo | 325  | 58  | 4   | Use magic and attacks to defeat. | None     | 194 | 1555 |
| BlackLiz | 792  | 64  | 4   | Evil lizard that uses Petrify.   | Ice      | 43  | 1298 |
| Centpede | 655  | 76  | 5   | Casts GaiaRage when attacked.    | None     | 342 | 2714 |
| Dark Imp | 199  | 56  | 0   | Weakest enemy in Underworld.     | None     | 45  | 1930 |
| GlomWing | 1580 | 100 | 4   | Uses special attack Powder.      | Projec   | 510 | 2837 |
| Gorgon   | 2550 | 134 | 4   | Special attack Glare petrifies.  | None     | 240 | 3003 |
| RockMoth | 900  | 74  | 14  | Uses special attack Powder.      | Projec   | 312 | 3114 |
| RocLarva | 986  | 72  | 3   | Absorbs MP with Psych.           | None     | 39  | 2822 |
| Tortoise | 435  | 70  | 3   | Use ice attacks to defeat it.    | Ice      | 234 | 1666 |
| TrapRose | 370  | 62  | 2   | Uses special attack Pollen.      | Fire     | 32  | 1204 |

Leave the Dwarven Base and head northwest on the continent. Check the suggested levels for the Tower of Babil, and level up your party in random battles while crossing the land. Return to the Dwarven Base and drink the Water of Life to recharge HP and MP when needed.

When you near the base of the tower, the dwarves' tanks will start firing volleys of bombs to distract the enemy while you sneak inside. Be sure to save your game on the way.



## TOWER OF BABIL

### MAIN OBJECTIVES:



Ascend the tower to 8F.



Fight Dr. Lugae and his creation.



Use the TowerKey to open the way to the super cannons.



Return to the entrance.



Speak to Cid's assistants at Castle Baron.





Transport the hovercraft to Eblan.



Scour the ruins of Eblan Castle.



Ride the hovercraft across the shallows.



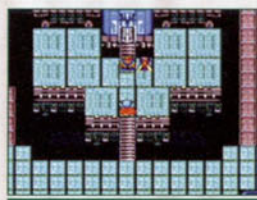
Find the survivors in Cave Eblan.



Catch up to Prince Edge in the underground pass.



Sneak back into the tower.



Learn the awful fate of King and Queen Eblan.



Seek revenge against the demon Rubicant.

## TOWER OF BABIL - UNDERWORLD BESTIARY

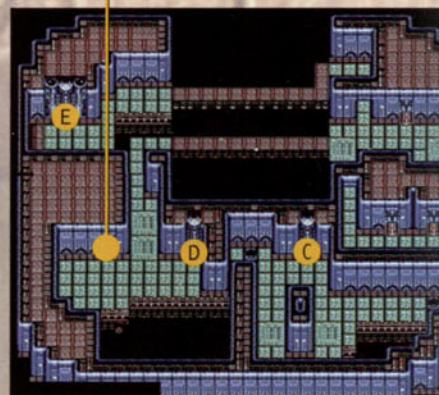
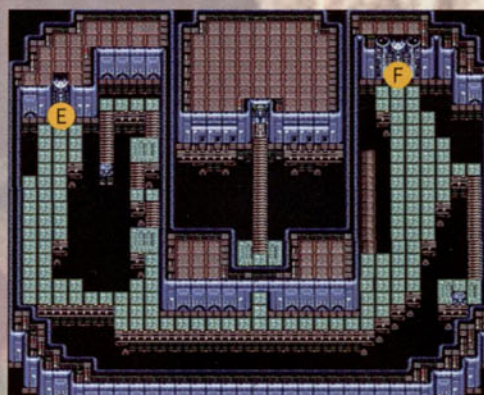
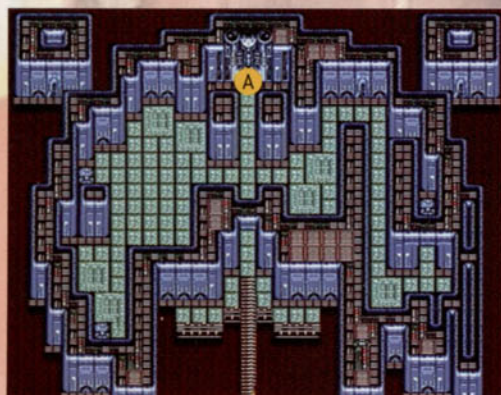
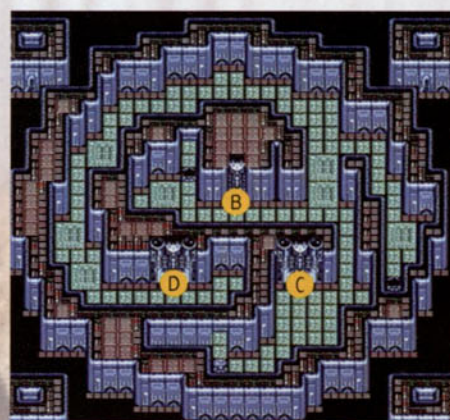
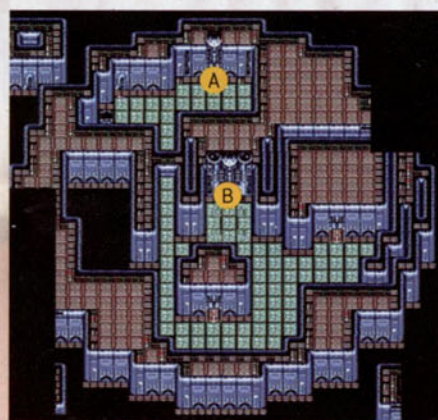
| NAME     | HP   | ATK | DEF | NOTES                                   | WEAK VS. | GIL | EXP  |
|----------|------|-----|-----|---|----------|-----|------|
| Alert    | 1425 | 112 | 0   | Sounds alarm to call monsters.          | None     | 380 | 2008 |
| Egg      | ???  | -   | -   | Monster egg. Hatches when attacked.     | None     | ??? | ???  |
| EvilDoll | 388  | 64  | 3   | Casts many types of magic.              | None     | 269 | 1408 |
| FlameDog | 1221 | 68  | 3   | Attacks with fire.                      | Ice      | 244 | 1700 |
| FlameMan | 579  | 76  | 4   | Absorbs fire attacks.                   | Ice      | 300 | 1700 |
| Chimera  | 700  | 80  | 3   | Absorbs fire, bolt, and ice attacks.    | None     | 225 | 1708 |
| Medusa   | 490  | 64  | 4   | Glare turns targets to stone.           | None     | 225 | 1208 |
| Naga     | 320  | 66  | 4   | Tongue attack has same effect as Sleep. | None     | 150 | 1118 |
| Stoneman | 2560 | 84  | 4   | Monster made of stone.                  | Ice      | 238 | 2908 |
| Tofu     | 298  | 66  | 254 | Physical attacks are ineffective.       | Ice      | 384 | 1008 |

### SUGGESTED LEVELS

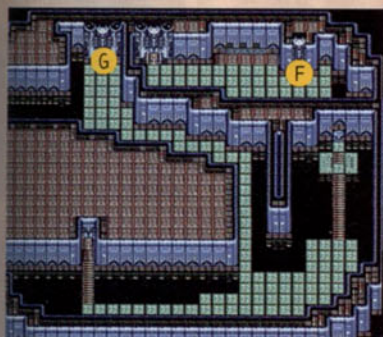
|       |      |
|-------|------|
| CECIL | ROSA |
| 37    | 36   |
| RYDIA | KAIN |
| 36    | 40   |
| YANG  |      |
| 38    |      |

### Items Found

Ice (arrows)  
(2x10)  
Ether1  
Bandanna  
IceSpear  
IceBrand  
CatClaw  
HiPotion (2)  
Life  
Archer (bow)  
Notus  
IceArmor  
IceShld  
Boreas  
Ether2  
TowerKey





To  
Save  
Point.

## 1F

Collect the **Ice** arrows from the two left chests, and navigate right for an **Ether1**. Many of the enemies in the tower are weak against ice, so equip Rosa with Ice arrows and use Rydia's Ice spells. Call upon the ice goddess Shiva to dispatch large parties of FlameDogs and FlameMen, as well as the Stoneman monsters encountered further up the tower.



## 2F

The two extra doors at the bottom and right side of this level lead to chests containing treasure monsters. Each of them is an Alert drone, which will call another monster into the battle when attacked. The idea is to destroy the Alert with one hit, so use Kain's Jump attack, or Yang's Power hit. On this level, defeat the Alerts to win the awesome **IceSpear** and **IceBrand** weapons.

## 3F

Move down to the lower right door first, which leads to a section of 4F where you can acquire the **Archer** bow and **Notus**. Then return to 3F and navigate to the lower left door.

## 4F

A save room is directly across from the west entrance. At this late stage in the game, you should use Cabins to restore the party fully. Proceed north and follow the twisting path to a room where you must fight an Alert to get the **IceArmor**. Below that room is another chamber where you can fight for the **IceShld**. The lower room to the right is empty.

## 5F

The door at the top center is locked, and the party must defeat the boss to obtain the key. The chest on the left contains a **Boreas**, and the far right chest holds a **HiPotion**. Proceed through the upper right door, and through a small portion of 6F to the next floor.

## 7F

The top right door leads to a save room. Save your game before moving on to the boss. If the random battles wear you out again before you get to the exit, don't hesitate to return to the save room and use a Cabin.

## BOSS: DR. LUGAE, BALNAB, BALNAB-Z

|           |          |        |        |          |        |                |
|-----------|----------|--------|--------|----------|--------|----------------|
| DR. LUGAE | HP: 4936 | EXP: 0 | Gil: 0 | ATK: 18  | DEF: 0 | Weak Vs.: None |
| BALNAB    | HP: 4832 | EXP: 0 | Gil: 0 | ATK: 86  | DEF: 0 | Weak Vs.: None |
| BALNAB-Z  | HP: 4518 | EXP: 0 | Gil: 0 | ATK: 114 | DEF: 1 | Weak Vs.: None |

The mad doctor will "heal" Balnab with oil to keep it running smoothly, so eliminate Lugae first. Without its master there to oil it, Balnab will Detonate, damaging one of the party members. However, if the party defeats Balnab first, Dr. Lugae will take control of the robot to form Balnab-Z. After a few rounds, Lugae will accidentally Detonate Balnab-Z as well. The fastest and most painless way to defeat these two is to have Cecil, Kain, and Yang all Parry while Rosa heals the party. Meanwhile, Rydia should summon Titan repeatedly. Titan should only have to pound the pair a few times to defeat both the scientist and his creation.



## BOSS: LUGABORG

|          |            |           |         |        |                |
|----------|------------|-----------|---------|--------|----------------|
| HP: 9321 | EXP: 10101 | Gil: 4000 | ATK: 86 | DEF: 1 | Weak Vs.: None |
|----------|------------|-----------|---------|--------|----------------|

If you lost a character in the last battle, getting him or her back on track is hard. Lugae transforms into a robot skeleton, then immediately casts Poison on the entire party. You can waste Antidotes if you have them, but the crazy doctor will remove the status from everyone just a few turns later. So make better use of your turns by attacking, and just have Rosa cast Cure spells to keep HP up. Equip Yang with BoltClaws, and have Rydia call Ramuh or cast Bolt2. After Dr. Lugae removes the Poison status, use Rosa's Aim attack to fire Bolt arrows at Lugaborg.





## Save the Dwarves

As Dr. Lugae disintegrates, he warns that the super cannons are about to annihilate the dwarven tank army outside. Quickly take the **TowerKey** back down to level 5F. Use a save point on the way. Cross the bridge to the locked room. **Before using the key to enter, you might want to remove any items from Yang that you want to keep handy.** Inside, the party will fight a group of Dark Imps.

Return to the first floor, where Golbez tries to eliminate the party with a trap. After a series of events, the party is back onboard the Enterprise and hovering over Agart in the world above.



## CASTLE BARON

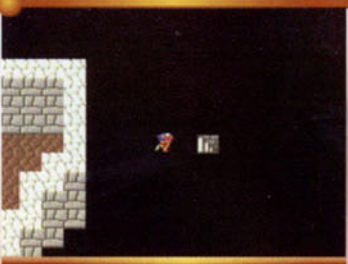
Land outside Baron and enter the castle. Find Cid's assistants in the eastern courtyard of the castle. The engineer instructed them to modify the Enterprise with a hook to carry the hovercraft. Fly back to where you left the hovercraft on the world map, and position the Enterprise so that it casts its shadow directly on the hovercraft. Then press X to pick up the vehicle.

## EBLAN ENVIRONS BESTIARY

| NAME     | HP   | ATK | DEF | NOTES                               | WEAK VS. | GIL | EXP  |
|----------|------|-----|-----|-------------------------------------|----------|-----|------|
| HugeCell | 695  | 60  | 4   | Often retreats, so defeat it early. | None     | 253 | 1504 |
| Roc      | 500  | 66  | 3   | Magic defense is extremely high.    | Projec   | 150 | 1404 |
| RocBaby  | 50   | 60  | 2   | Uses Break, which petrifies enemy.  | Projec   | 81  | 1004 |
| Staleman | 1950 | 86  | 4   | Steel monster.                      | Ice      | 445 | 703  |

| SUGGESTED LEVELS |      |
|------------------|------|
| CECIL            | ROSA |
| 40               | 38   |
| RYDIA            | KAIN |
| 39               | 43   |

The Tower of Babil pokes out of the Underworld on the small continent where the kingdom of Eblan lies. You can get to this continent by flying directly south from Troia or directly west from Agart. First investigate the ruins of Eblan Castle on the east coast, then board the hovercraft and ride the shallows west to the entrance of Cave Eblan.



## EBLAN CASTLE

The demon Rubicante seems to have successfully destroyed the entire kingdom of Eblan. Not a single soul stirs within the castle walls, and the kingdom's treasures lie waiting to help you in your quest.

The easiest items to get are the ones nearest the Throne Room. Proceed directly north through the castle, collecting a **HiPotion** along the way. In the royal chamber, there are secret passages off to the left and to the right that lead back to the previous chamber, so that the five items there can be collected.

### West Tower

Return to the courtyard and descend the left stairs, then pass under the portcullis and enter the tower. There is a secret passage just inside the entrance that leads to the chest on the right. A Staleman and four Skulls pop out. Defeat them to receive the **Sleep** sword. Climb to 2F and find a **Bacchus** among the top three pots, then head



straight down from the stairs to enter a secret passage that leads to the **Mute** arrows and **10000 Gil** in the right chests. Finally, move into the left alcove to find a secret staircase that leads down to a **Kamikaze**.

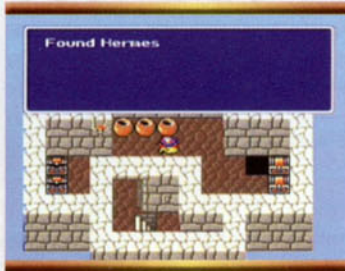
### Items Found

Bacchus (2)  
Kamikaze  
Mute (arrows) (x10)  
10000 Gil  
Sleep (sword)  
Coffin  
Exit  
Ether1 (3)  
Hermes  
Cabin (2)  
HrGlass2  
Ag Apple  
BloodSpr  
HiPotion  
Soft  
MaidKiss  
Unihorn  
Alarm



## East Tower

Move to the top of the first floor and head left into a secret passage that leads to the **Coffin** on the side. Go upstairs and press the switch to open the secret door into the next room. Circumvent the staircase by heading down and around it to enter the room, then take the items on the left. Search the pots for a **Hermes**, then move directly to the right into a secret passage that leads down to the seemingly inaccessible chest. Fight two BlackCats and a Lamia to get the **BloodSpr.** a spear that drains HP from enemies and transfers it to Kain. Note that all such weapons have the **opposite effect** when used against undead: they will heal the undead enemy by draining HP from the wielder. The black hole in the floor drops down to an **HrGlass2**. If you walk straight downward, you end up in the Basement.



## Basement

As you move downward, there are two **Ether1s** on the left. Opening the right chest releases three Mad Ogres that try to pound your party to dust. Summon monsters are ineffective against these creatures. You'll get an **Ag Apple** for your troubles. Follow the path to the right, which leads outside of the castle.



## CAVE EBLAN

### BESTIARY

| NAME     | HP  | ATK | DEF | NOTES                              | WEAK VS.     | GIL | EXP  |
|----------|-----|-----|-----|------------------------------------|--------------|-----|------|
| GiantBat | 439 | 56  | 3   | Enormous bat, uses Vampire attack. | Projec. Fire | 262 | 1977 |
| Ironback | 100 | 74  | 4   | Use weapons and magic to defeat.   | None         | 233 | 1077 |
| Skull    | 740 | 75  | 3   | Undead monster that casts Bolt2.   | Holy, Fire   | 116 | 1577 |

### Items Found

Vampire  
Shuriken (2)  
Remedy  
Potion (2)  
Ether1  
Tent  
HiPotion (3)  
Cabin  
Elixir (2)  
Silk Web  
Life (2)  
HrGlass2  
Kamikaze  
Soft  
BloodSwd  
Ether2



Move to the bottom of the first cave and head right to a chest containing a **Vampire**. From there move up and climb down into the water. Pass upward through the falls and head left through the wall into the small chamber containing a **Shuriken**. Continue to the right to reach the **Remedy**.



The survivors of Eblan Castle, after the destruction of their home, have set up camp in the next chamber. Behind the first door are the Inn and the Item Shop. In the Weapons/Armor Shop, there are some extremely good items to buy if you have the money. The door on the far left of the cave leads to the infirmary, where the wounded are treated; there, you can search the pots on either side to find two **Potions**. The northernmost door between the two guards leads onward.



## Pass to Babil

Proceed to the top of the cave, collecting items on the way. Talk to the fallen soldier at the top, then go down into the niche beside him. Follow this secret passage all the way down to a **HiPotion**, then return to the wounded guard and continue north.

Find another collapsed guard, then move to the top of the screen and collect a **Kamikaze**. As you head straight down from there to the bottom, search on the right side for a secret passage that leads to a **Shuriken**.





Passing yet another wounded guard on the way south, empty the three chests, then enter the secret passage above the Cabin's location to reach two **Elixirs**. Follow the path as it curves south, then all the way back up north.

Grab the **Soft** from the left chest, then save and use a Cabin if needed in the sanctuary room off to the right. Find the secret passage that leads to a chest containing two Stalemen. Defeat them to win the **BloodSwd**.

## The Ninja Prince

As the party nears the top exit, a battle occurs between the demon Rubicant and the hot-headed young prince from Eblan. Pay close attention to what occurs during the battle, because it is the key to defeating Rubicant later. Afterward, the party will rush to the aid of the ninja Edge, and he will join the party.

Unfortunately, Edge is at level 25 with 790 HP, which is way below the recommended levels for your characters. Before proceeding back into the Tower of Babil, level him up by fighting the creatures found in the cave. While you're at it, be sure to head left from the spot where Edge joins, into a secret passage where you can get an **Ether 2**.

## TOWER OF BABIL - OVERWORLD

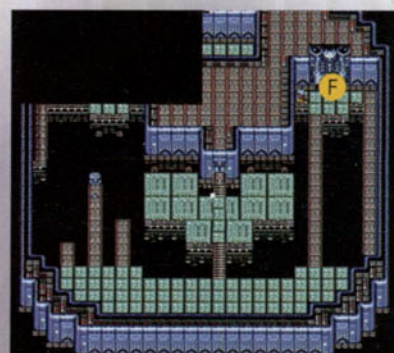
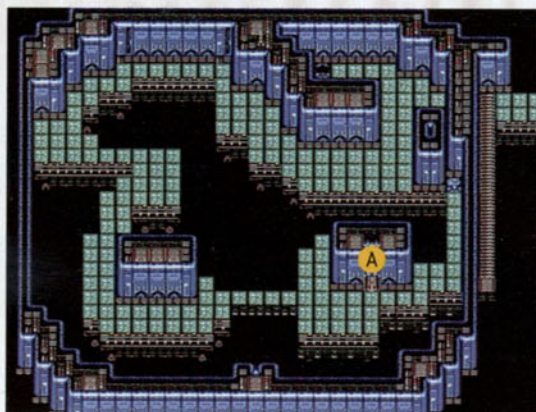
### BESTIARY

| NAME     | HP   | ATK | DEF | NOTES  | WEAK VS. | GIL | EXP  |
|----------|------|-----|-----|--|----------|-----|------|
| Balloon  | 697  | 72  | 4   | Detonates when HP is low or Ice spells are cast on it. | Projec   | 315 | 2459 |
| BlackCat | 593  | 72  | 3   | Uses Bluster when attacked.                            | None     | 345 | 2758 |
| BladeMan | 1050 | 76  | 4   | Knight that casts Wall and Bio.                        | Holy     | 211 | 2559 |
| Grudger  | 1400 | 76  | 4   | Absorbs Bolt spells.                                   | Holy     | 149 | 2459 |
| Lamia    | 1200 | 72  | 4   | Casts Charm to confuse enemies.                        | None     | 143 | 2059 |
| Mad Ogre | 2000 | 86  | 4   | High HP and attack power.                              | None     | 270 | 2359 |
| Sorcerer | 1000 | 82  | 4   | Witch that calls monsters.                             | None     | 272 | 2359 |

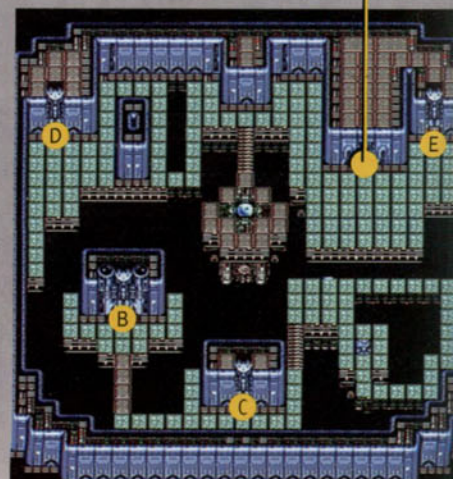
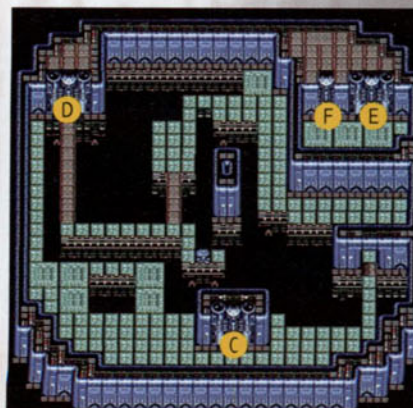
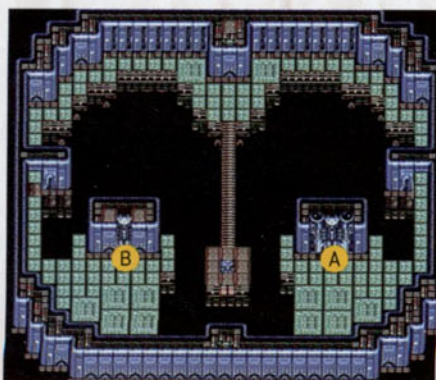
### Items Found

Unihorn  
Succubus  
Ogre (axe)  
Ashura  
82000 Gil  
HiPotion (2)

| SUGGESTED LEVELS |      |
|------------------|------|
| CECIL            | ROSA |
| 44               | 42   |
| RYDIA            | KAIN |
| 43               | 47   |
| EDGE             |      |
| 35               |      |



To Save Point







Meeting Edge's "suggested level" before reentering the Tower of Babil is important. Otherwise, the ninja will likely hinder the party's progress. Use the maps to find what few treasures there are. On B5F, move all the way to the left to find **82000 Gil**, then return to the center for the boss fight.

### BOSS: KING EBLAN, QUEEN EBLAN

|       |         |        |        |         |        |                |
|-------|---------|--------|--------|---------|--------|----------------|
| KING  | HP: ??? | EXP: 0 | Gil: 0 | ATK: 87 | DEF: 2 | Weak Vs.: None |
| QUEEN | HP: ??? | EXP:   | Gil:   | ATK: 87 | DEF: 4 | Weak Vs.: None |

Although King Eblan will attack the party with several Fire spells, this is not an actual boss fight. This is a timed event, and whether you attack or not makes no real difference. After several turns, the royalty will regain their memory.



### BOSS: RUBICANT

|            |             |           |         |        |               |
|------------|-------------|-----------|---------|--------|---------------|
| HP: 34,000 | EXP: 18,000 | Gil: 7000 | ATK: 88 | DEF: 3 | Weak Vs.: Ice |
|------------|-------------|-----------|---------|--------|---------------|

Rubicant wants a fair fight, so the chivalrous demon restores the party's HP and MP before the battle. He is a creature of fire, and once the battle begins he uses the powerful "Scorch" attack to severely damage individual party members. Rosa will be busy healing and reviving party members. Equip Cecil and Kain with their ice weapons, and have the dragoon Jump every turn. Edge's unleashed fury teaches him two important new ninja techniques.

Spell casting is tricky. Rydia's Ice3 spell will do around 9999 HP damage to Rubicant, but only when his cloak is open. If his cloak is closed, it will **heal** him! The same is true of Edge's Flood spell, only it does less damage/healing. So don't cast either of these spells until the cloak reopens.







## Crystal Room Trap

As you move into the chamber containing Golbez's seven crystals, a trap drops you into the Underworld section of the tower. Collect the **HiPotion** above your landing position, and move down through the tower to level 6F. Divert to the right side of this level briefly to find another **HiPotion**. Then enter the hangar on the left, where the party commandeers an enemy airship and christens it the "Falcon."



## DWARVEN CASTLE

Guide the Falcon back across the continent and land outside the Dwarven Castle. Speak to King Giott, and he directs you to fly to the Sealed Cave to the south. The key to the Sealed Cave is his daughter's **Necklace**, which he entrusts to you.

## Modify the Falcon

Move down to the infirmary on B1F. Inside, the party finds Cid the engineer, laid up in bed. Unable to remain still when there's an airship to fix, he modifies the Falcon to be able to cross magma. Whole new areas of the Underworld are now available to explore. Although these areas could be categorized as side quests, you should travel to all of them before facing the dangers of the Sealed Cave.

**Items Found**  
Necklace

# THE DARK CRYSTAL

## MAIN OBJECTIVES:



Visit helpful locations in the Underworld.



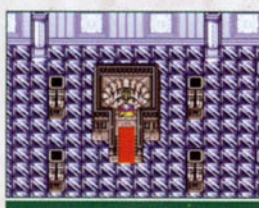
Learn the secret of the Sylvan Cave.



Challenge the rulers of the Land of Summons.



Crack open the Sealed Cave.



Snatch the Dark Crystal.



Halt the advance of the EvilWall.



Report back to King Giott.



## TOMRA

Fly directly south from the Dwarven Castle. When you reach the lower boundary of the Underworld, head west until you spot a small town. This is Tomra, the village of country dwarves. The Weapons and Armor Shops are connected by a secret passage. You can buy a set of Diamond armor here, and Edge can buy an Ashura to wield along with the one found previously. The Chain whip is considerably stronger than Rydia's current weapons, so buy it if you can afford it.

**Items Found**  
ThorRage  
Bomb  
Notus  
2000 Gil  
Ether2  
Bestiary

In the Item Shop, each clerk behind the counter has a different list of goods. You can stock up on basically anything here. For your journey ahead, try to pack as many Remedy medicines as possible.

The top left building in Tomra houses the town treasures, and the dwarves pleasantly invite you to take all you want. Search the chests and pots along each side to find all the items listed above.

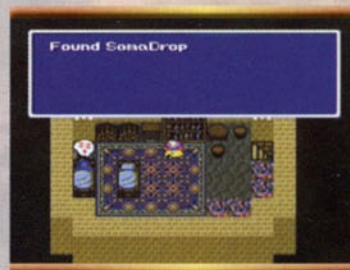
Just for reference, the cave just outside of Tomra is the Sealed Cave. But there are still a few more places to visit before taking on the next task.





**KOKKOL'S SMITHY**

Talk to the two assistants to learn about Master Kokkol. Search the pots on the left for a **Remedy**, and check the pots in the top right corner for a **HiPotion**. The master smith snores away in his bed on the second floor. Search the top bookcase for a **SomaDrop**. Talk to the smith while he sleeps to learn what he needs to get going again.

**Items Found**

Remedy  
HiPotion  
SomaDrop

**SYLVAN CAVE****BESTIARY**

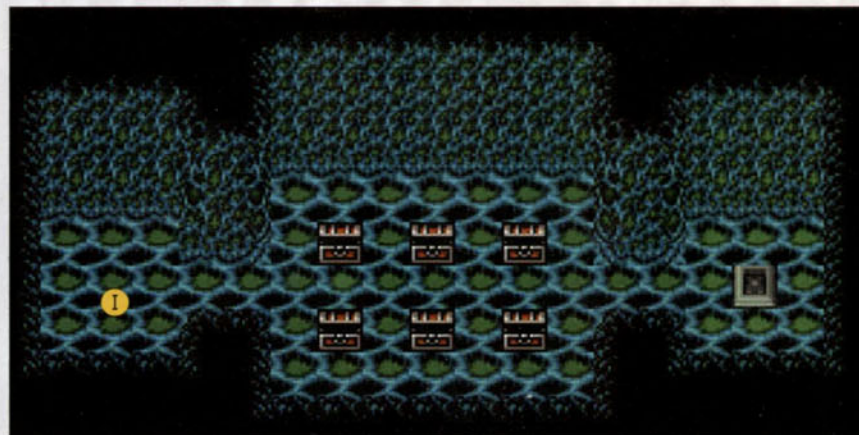
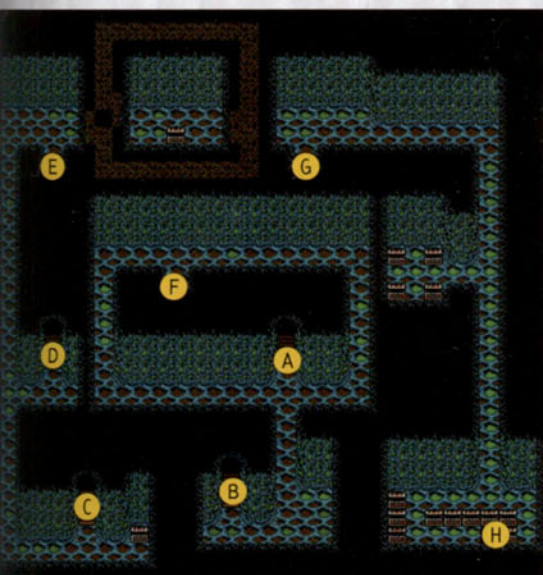
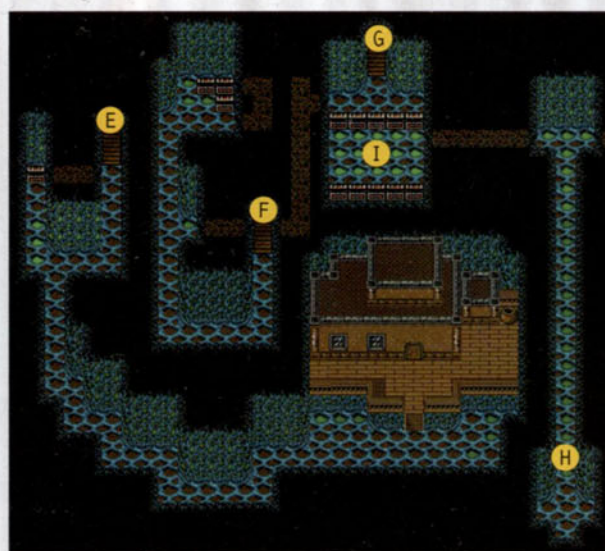
| NAME     | HP   | ATK | DEF | NOTES                              | WEAK VS. | GIL | EXP  |
|----------|------|-----|-----|------------------------------------|----------|-----|------|
| DarkTree | 3900 | 104 | 3   | Casts Bersk.                       | Fire     | 525 | 5041 |
| Ghost    | 2800 | 100 | 4   | Frequently casts Fire2 and Sleep.  | None     | 362 | 3141 |
| Malboro  | 4200 | 112 | 3   | Uses Breath and Digest attacks.    | None     | 458 | 5641 |
| TinyToad | 600  | 19  | 5   | A toad that appears with ToadLady. | Ice      | 335 | 1841 |
| ToadLady | 2960 | 98  | 4   | Makes TinyToad chant Toad spell.   | None     | 598 | 3441 |

**SUGGESTED**

| CECIL | ROSA |
|-------|------|
| 47    | 47   |
| RYDIA | KAIN |
| 47    | 49   |
| EDGE  |      |
| 37    |      |

**LEVELS****Items Found**

Bestiary (2)  
Angel (arrows) (x10)  
Cabin  
1000 Gil  
MageMash  
Elixir  
CatClaw  
HellClaw  
Kamikaze  
Remedy  
2000 Gil  
3000 Gil  
Exit  
MaidKiss (3)  
Ether1 (2)  
Inferno  
Blizzard  
LitStorm  
Medusa (arrows) (x10)  
Avenger  
FullMoon  
HiPotion (2)  
FairyRod  
ElvenBow  
Bolt (arrows) (x10)  
Ice (arrows) (x10)  
Fire (arrows) (x10)





**WARNING!**

*Do not attempt this area until Rosa knows the Float spell. Level up in the Underworld until she learns it. If you've been following the "suggested levels," she probably learned it a long time ago.*



The Sylvan Cave is located in the upper northwest corner of the Underworld. Each time you enter a new level of the cave, Rosa should cast Float on the whole party. Otherwise, the party will take damage each time they cross one of the green floor panels.

### Malboros and Status Impairments

Do not attempt this area unless you have a good stock of Remedy items available. In the Sylvan Cave, you will frequently encounter a creature called a Malboro. Before you even get a turn, these creatures will most likely afflict one or more of your characters with multiple status impairments. You cannot afford to waste Rosa's MP by casting Esuna all the

time, so the Remedy items will be more than handy. Use your most powerful summon monsters such as Titan and Ifrit to destroy multiple Malboros.

| Remedy  |           |
|---------|-----------|
| Malboro | 2         |
| Kain    | 2775/2863 |
| Rydia   | 954/1399  |
| Cecil   | 3037/3037 |
| Rosa    | 1321/2203 |
| Edge    | 1535/1649 |

### Rewards of the Sylvan Cave

As you can see on the maps and the "items found" list, there are numerous treasures to collect in the Sylvan Cave. Look for secret passages to take you to all the treasures. In many cases, you will have to fight treasure monsters that pop out of the chests, but rewards such as the **MageMash** dagger, the **ElvenBow**, and the **Avenger** sword are well worth the trouble. Not only will you have trouble juggling all the items in your inventory, you should be able to level up your characters quite easily.

### The Return of Yang

Navigate your way to the home of the sylphs at the bottom of the cave. Yang's weapons can be found in the chests to the right. The sylphs won't let you take Yang back, but there is one last way that the monk can assist the party. Please check the **Secrets** section for further details.



## CAVE OF SUMMONS

### BESTIARY

| NAME     | HP   | ATK | DEF | NOTES                               | WEAK VS. | GIL | EXP  |
|----------|------|-----|-----|-------------------------------------|----------|-----|------|
| Arachne  | 3650 | 102 | 3   | Casts GaiaRage spell.               | Projec   | 585 | 4388 |
| Clapper  | 7600 | 124 | 4   | Uses Blitz, a powerful bolt attack. | Projec   | 900 | 7777 |
| Conjurer | 3600 | 104 | 5   | Calls various monsters.             | None     | 475 | 3688 |
| Fiend    | 3480 | 102 | 5   | Casts Charm.                        | None     | 650 | 6388 |
| Hooligan | 2200 | 108 | 5   | Uses wind attacks.                  | Holy     | 484 | 4088 |
| Red Eye  | 2400 | 100 | 4   | Gaze causes Confuse and Sleep.      | Projec   | 465 | 3444 |
| Warrior  | 2900 | 104 | 4   | Uses Absorb skill.                  | None     | 575 | 4288 |

**WARNING!**

*Do not attempt this area until Rosa knows the Float spell. Level up in the Underworld until she learns it. If you've been following the "suggested levels," she probably learned it a long time ago.*



The entrance to the Cave of Summons is on a tiny island amidst the magma lakes, southwest of the Dwarven Castle and northwest of the Sealed Cave. Inside, Rydia mentions that this is where she spent her time after the disaster at sea.

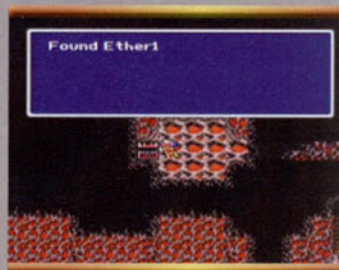
### SUGGESTED LEVELS

| CECIL | ROSA |
|-------|------|
| 48    | 48   |
| RYDIA | KAIN |
| 49    | 50   |
| EDGE  |      |
| 39    |      |

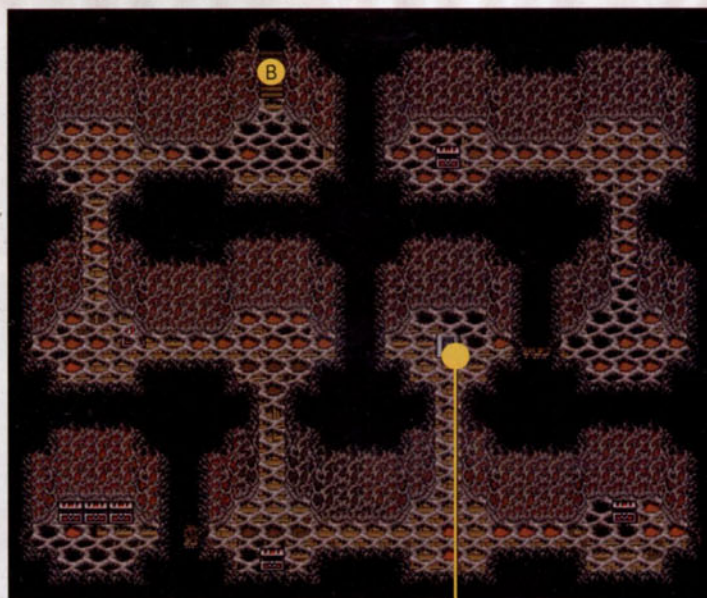
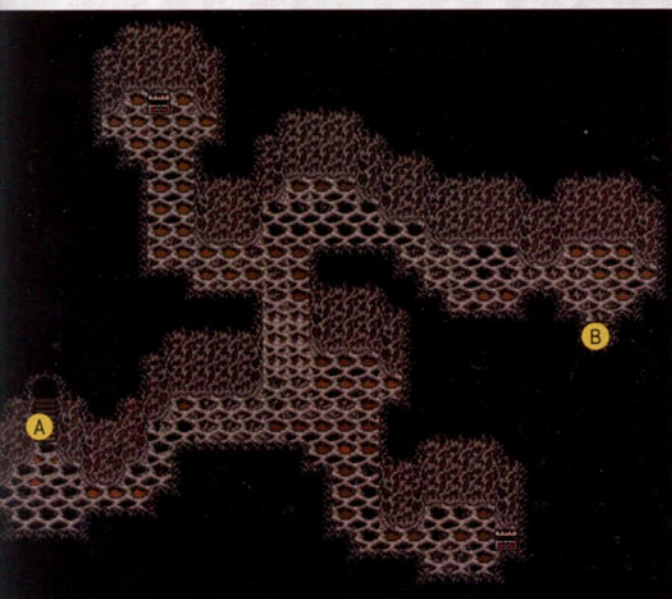
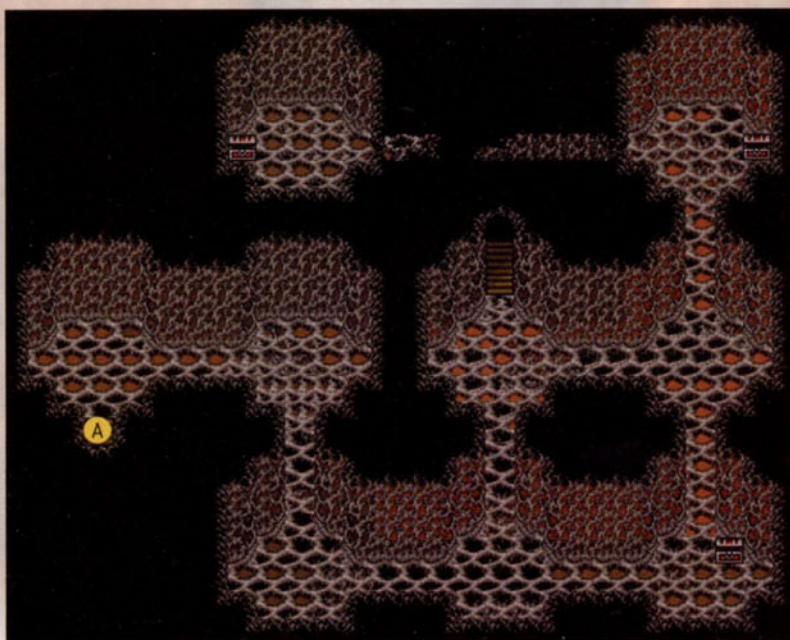
### Items Found

Life (3)  
Ether1  
HiPotion (3)  
Cabin  
Bestiary (3)  
Kikuichi  
VenomAxe  
Defense (sword)  
Ether1  
5000 Gil  
6000 Gil  
Yoichi (bow)  
Yoichi (arrows) (x10)  
Elixir  
Ether2  
Rat Tail

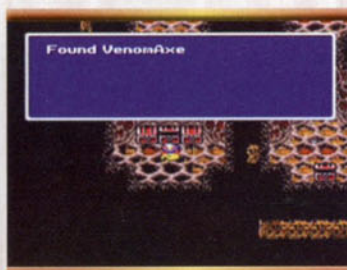
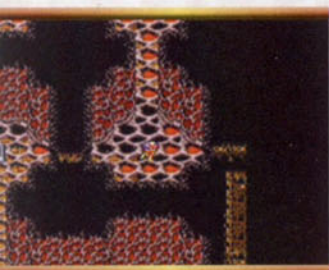
Cast Float on the whole party every time you enter a new level of the cave, just like in the Sylvan Cave. Move to the right and upward to find a **Life**. Enter the secret passage across from there to reach an **Ether1**. One great thing about the Cave of Summons is that most of the secret passages are visible on the map!







To Land of Summons



When you reach B3F, search in the bottom right corner for a secret passage that leads west to three chests in an enclosed room. Follow the same secret path back to the far right, and further up to the top. The chest at the top springs loose five Warriors, and they can be defeated to acquire the **Defense** sword. This is a fantastic weapon that Cecil will wield for most of the remaining game. The gray pad in the center of B3F teleports your party to the Land of Summons.





## The Land of Summons

All of the residents here know Rydia from her previous visit. At the top of the screen, a teleport pad blocks the way to a treasure chest. Simply teleport out of and back into this level to reach the chest, which contains the **Rat Tail**, a very important item that can be exchanged later.

Continue collecting items until you reach the **6000 Gil** at the bottom of the screen. Head directly upward to the top of the platform to find a hidden teleporter that takes you down to a treasure level. There you can gather a Yoichi bow and ten arrows, an **Elixir** and an **Ether2**. On this treasure level, another hidden teleporter south of the gray pad offers a quick exit from the Cave of Summons. Don't step on it if you're not ready to leave the Land of Summons yet, as you'll have to start back at the cave entrance.



## King and Queen of Summons

The teleport pad near the Rat Tail location takes you to the heart of the summon monsters' home. Be sure to speak to all the monsters here for important clues. Treasure chests can be opened in the top left house, and there's an all-important save point there as well. Use a Cabin here when the party needs to recover, because the Inn costs an astonishing 1200 Gil. The chocobos on either side of the Inn clerk run the Item Shops, which like Tomra's shops sell almost anything you could want. Please check out the Armor and Weapon Shops too, and spend wisely. Some of the best equipment available can be bought here.



Just above the Weapon Shop is the Library. Inside, head downstairs and search all the bookshelves for clues about the king and queen, plus a tip about Odin. Step on the teleport pad to be taken to the royal chamber. The king and queen recognize Rydia, but they will only become her summons once the party defeats them in combat. Asura must be defeated first.

## BOSS: ASURA

HP: 31,005

EXP: 20,000

Gil: 0

ATK: 134

DEF: 3

Weak Vs.: None

Asura casts high-level recovery spells to heal herself, so cast Wall on her to reflect those at the party. Rosa should still cast recovery magic, however. Strike Asura with physical attacks and summon magic. Rydia's Titan summon is particularly effective against Asura. Otherwise, don't cast any spells on her, and make sure that the Wall spell stays active until Asura submits and becomes one of Rydia's summons.

After Asura, return to the save point, use a Cabin and record your game. Don't try to take on the king unless you're at full HP and MP.



## BOSS: LEVIATAN

HP: 50,001

EXP: 28,000

Gil: 0

ATK: 174

DEF: 5

Weak Vs.: Bolt

Going into this battle, be certain that the knights Kain and Cecil are not wearing ice gear, or Leviatan will cause them massive trauma with his Ice2 spell. Also, be sure to equip the party with any bolt weapons available, to do tremendous damage to this water creature. Leviatan mainly launches water attacks, which damage each party member by up to 400 HP each round. Rosa should cast Cure4 often to keep the whole party going. Edge should perform Blitz, while Rydia casts Bolt3. Call Ramuh if you wish, but Bolt3 takes less time to cast and does more damage. Yet all the trouble is worth it, since Leviatan will be Rydia's most powerful summon for quite some time.





## SEALED CAVE

## BESTIARY

| NAME     | HP   | ATK | DEF | NOTES                                  | WEAK VS.     | GIL  | EXP   |
|----------|------|-----|-----|--|--------------|------|-------|
| HugeNaga | 1480 | 88  | 3   | Casts Silence to prevent magic.        | None         | 238  | 3582  |
| Mantcore | 3400 | 114 | 3   | Uses Blaze cold attack.                | None         | 1200 | 28000 |
| Screamer | 1400 | 90  | 4   | Weak against ice spells.               | Ice          | 205  | 3082  |
| TrapDoor | 5000 | 88  | 3   | Dmension attack causes instant KO.     | None         | 4500 | 30000 |
| VampLady | 2375 | 88  | 4   | Uses Vampire and Glance. casts spells. | Holy, Fire   | 188  | 3582  |
| Were Bat | 1014 | 94  | 3   | Drains HP with Vampire.                | Projec. Fire | 355  | 2306  |
| Yellow D | 3100 | 108 | 4   | Uses Thunder when attacked.            | None         | 1500 | 28000 |

## Items Found

Bestiary

Ether1 (3)

Kotetsu (2)

HiPotion (2)

Life (2)

Light (sword)

Fuma

Elixir

StarVeil (2)

Ninja (hood)

MuteBell

Ether2

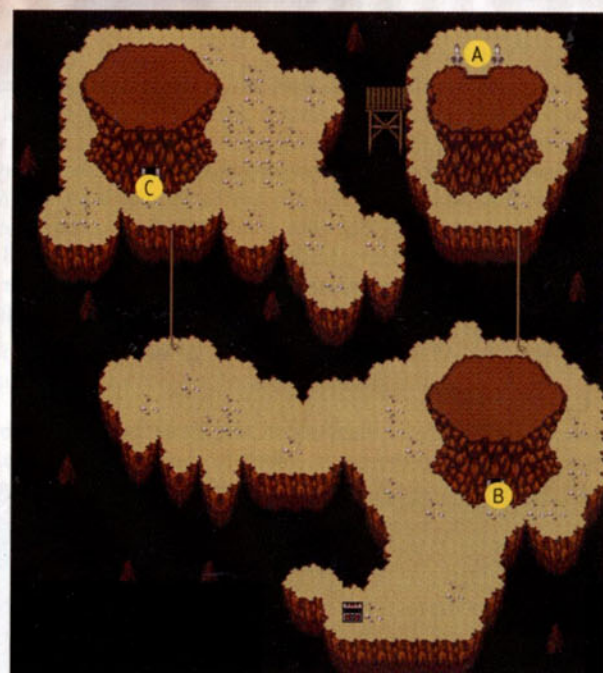
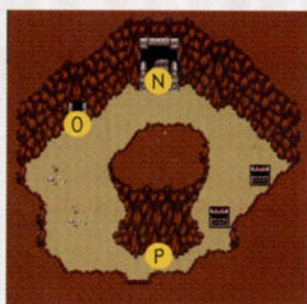
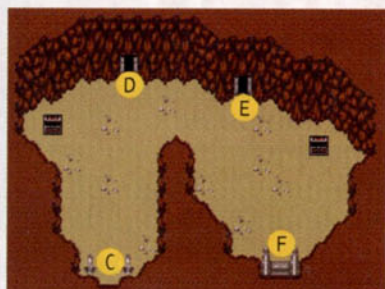
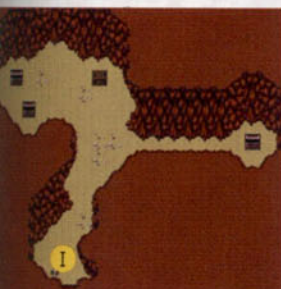
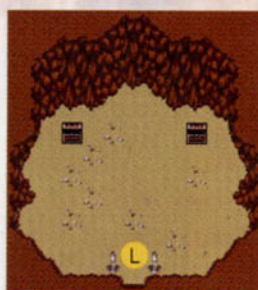
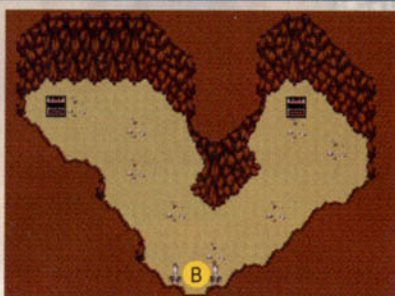
X-Potion

Dark (Crystal)

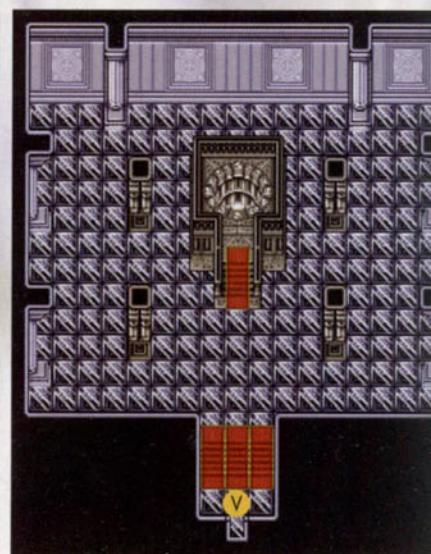
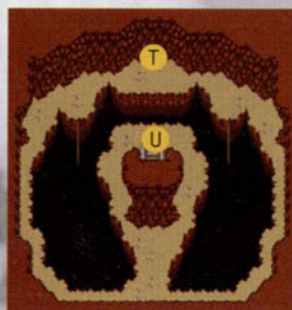
## SUGGESTED

| CECIL | ROSA |
|-------|------|
| 50    | 49   |
| RYDIA | KAIN |
| 50    | 52   |
| EDGE  |      |
| 40    |      |

## LEVELS







Proceed through the Sealed Cave using the maps to determine the locations of treasures. All of the doors in the Sealed Cave will turn into TrapDoors when you try to open them.

### Fighting TrapDoors

Once the TrapDoor suffers more than 4000 HP of damage, it transforms into a Mantcore. These creatures are much harder to deal with, and yield less Gil and EXP. Furthermore, if you prolong a battle with a TrapDoor, you run the risk of it instantly killing one of your party members with its Dmension attack. So, the key to winning here lies in defeating the door quickly, but with a little calculation. Plan your attacks around the TrapDoor's 5000 HP. Assuming you can't fell the monster with a single strike, wear it down without weakening it too much. Then make sure the killing blow is powerful enough to finish off the last 1000+ HP.



### The Last Crystal

Navigate to the bottom of the Sealed Cave. Enter the Crystal Room and take the Dark Crystal. When you exit the chamber, one of the hardest and deadliest bosses in the game will try to eliminate your party. If you haven't seen the Game Over sign yet, get ready!

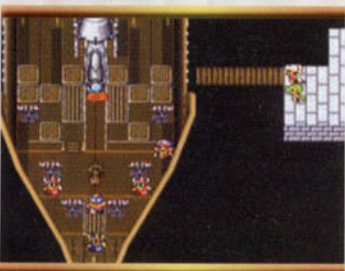
## BOSS: EVILWALL

HP: 28,000 EXP: 23,000 Gil: 8000 ATK: 84 DEF: 3 Weak Vs.: None

To have the easiest time defeating the impossible EvilWall, Rydia should be able to summon Leviatan and Edge should have several ninja weapons to throw. Obtaining the Fuma in the Sealed Cave is also crucial. If you don't meet at least one of these criteria, consider reloading your last save and visiting the Land of Summons.

First, have Rosa cast Slow on the EvilWall while Rydia summons Leviatan. Kain and Cecil should perform regular attacks. Kain should not Jump, since it takes longer and slows down the frequency of character turns. Have Edge Throw the Shurikens you found at Cave Eblan, and the Fuma found in the Sealed Cave. If you can follow this strategy exactly, the EvilWall should be defeated in about three rounds.

If you don't defeat the EvilWall before it reaches your characters, it will "Crush" one of your allies each turn thereafter. The game doesn't end until all of your characters are down. Cast Life1 (or gamble with Asura if you're feeling lucky) or use a Life on fallen allies. Don't worry about restoring people back to full health. Try to prolong the battle just enough to summon Leviatan once or twice more.



### Kain the Traitor Once Again

After the EvilWall battle, remove any equipment from Kain that you wish to keep, and return to the entrance of the Sealed Cave. There, Golbez takes control of Kain once again, and the Dark Crystal is stolen.

### Report to King Giott

Return to the Dwarven Castle and speak with King Giott. He directs you to return to Mysidia, where the Lunar Whale is scheduled to appear. Cid will modify the Falcon so that you can break through the planet's surface. Now you may travel between the surface and the Underworld at will.



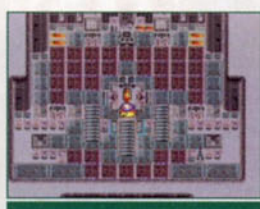


# GUARDIAN OF THE LUNARIANS

## MAIN OBJECTIVES:



Return to Mysidia and speak to the elder.



Enter the Lunar Whale and touch the crystal.



On the moon, travel the Lunar Paths.



Go west from the Lunar Paths to the Crystal Palace.



Meet FuSoYa, guardian of the Lunarians.



Return to Earth in the Lunar Whale.



Mount a counterattack against the Giant of Babil.



Defeat the Four Fiends once and for all.



Destroy the CPU.

## MYSIDIA

Fly the Falcon to the northeast corner of the Underworld and position the craft directly over the black geyser. Press X to be transported to the world above. Fly east from the crater near Agart until you reach Mysidia. Speak to the elder, and the Mysidians will raise the Lunar Whale from the ocean floor.



### Inside the Whale

To enter, move to the lower portion of the Whale and press X. The first room inside the Lunar Whale is the control room. Use the top control panel to fly across the world, and touch the central crystal to be transported to the moon. Only there will you learn the answers to the mysteries that face you.

At the bottom of the Whale is Fat Chocobo, which simplifies all your inventory-management needs. Just above is a set of hibernation chambers. You can rest in any one of them, thus negating the need to ever use an Inn again.

## THE LUNAR PATH BESTIARY

| NAME     | HP   | ATK | DEF | NOTES  | WEAK VS.     | GIL  | EXP  |
|----------|------|-----|-----|--|--------------|------|------|
| Crawler  | 1855 | 100 | 4   | Casts Psych to drain your MP.  | None         | 538  | 3437 |
| Grenade  | 1820 | 108 | 4   | Fire spells detonate it. Bolt spells cause Reaction, which destroys all enemies. | Bolt, Projec | 630  | 2644 |
| Juclyote | 1700 | 116 | 5   | Like Procyote, extremely poisonous.  | None         | 1560 | 6999 |
| MoonCell | 980  | 102 | 5   | Revives dead monsters using Arise.   | None         | 1100 | 3237 |
| Procyote | 2600 | 120 | 5   | Extremely poisonous monster.   | None         | 1850 | 7999 |
| Pudding  | 1357 | 116 | 255 | Physical attacks are ineffective.  | Ice          | 1300 | 3044 |
| Red Worm | 7000 | 120 | 5   | Uses Absorb. High HP and attack pwr.   | Fire         | 310  | 6303 |

### Items Found

Au Apple  
MoonVeil  
Stardust



Once the Lunar Whale has settled over the moon, pilot the craft across the map until you spot the massive Crystal Palace. Then fly the ship just a little bit west of the palace and land on the gray plateau near a cave.

| SUGGESTED LEVELS |      |
|------------------|------|
| CECIL            | ROSA |
| 53               | 52   |
| RYDIA            | EDGE |
| 51               | 47   |





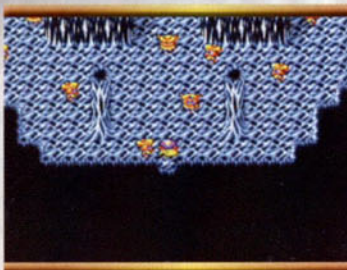
Move down the incline to the cave and travel through the Lunar Path, gathering the items inside. Proceed to the top and exit back onto the moon's surface. Head east and take the bottom fork in the path downward until you find the second Lunar Path. Move down through this cave back to the surface, and head west to the cave under the Crystal Palace.

Be sure to engage in plenty of random battles, and get your characters up to the suggested levels for this area. Don't hesitate to return to the Lunar Whale for rest and recuperation.



## CRYSTAL PALACE

Left and right of the entrance are pads that restore HP and MP, and remove status effects. Clean yourself off and approach the dais in the center chamber, where the party meets FuSoYa, guardian of the Lunarians. The ancient wizard will join your party at level 50 with 1900 HP. He already has great equipment and knows a full complement of black and white spells. Plus, he has the ability to cast Regen on the entire party, which gradually restores HP throughout a battle. You'll be better off placing him in the back row with Rydia and Rosa, while Cecil and Edge fare better out front.



## HUMMINGWAY'S HOME

Fly directly south from the Crystal Palace until you notice a cave set into a small basin. This is the home of the Hummingways. If you want to change your name, find Namingway among the swarm of his look-alikes. You may also want to search out a certain Hummingway who will sell you powerful items such as Elixirs, Ether2s, Bestiaries, and Whistles.

## CAVE BAHAMUT BESTIARY

| NAME     | HP    | ATK | DEF | NOTES                              | WEAK VS. | GIL   | EXP   |
|----------|-------|-----|-----|------------------------------------|----------|-------|-------|
| Behemoth | 23000 | 154 | 4   | Monster with high attack power.    | None     | 65000 | 57000 |
| D. Bone  | 12000 | 140 | 3   | Venomous monster.                  | Fire     | 6750  | 14000 |
| Ging-Ryu | 7500  | 124 | 4   | Dragon with silver scales.         | None     | 19000 | 25000 |
| Kary     | 4000  | 122 | 3   | Special Hug attack causes Petrify. | None     | 3500  | 13000 |
| RedGiant | 14000 | 122 | 4   | Cannot use magic, but has MP.      | None     | 7000  | 18500 |
| Warlock  | 5100  | 80  | 5   | Casts Psych to absorb MP.          | None     | 2400  | 17003 |

### Items Found

Genji (shield)  
Genji (gloves)  
Genji (armor)  
Genji (helm)

| SUGGESTED LEVELS |      |
|------------------|------|
| CECIL            | ROSA |
| 54               | 53   |
| RYDIA            | EDGE |
| 51               | 48   |
| FUSOYA           |      |
| 50               |      |

Although FuSoYa directs you to return to the Earth, your battles ahead will be much easier with the help of the god of summons, Bahamut. Be advised that Rydia cannot learn this summon until she has learned Leviatan. Bahamut resides in a cave within a crater directly east of the Crystal Palace. Land near the slope on the upper portion of the outer ring, and cross the surface to the cave's entrance.



## Navigation

### B1F

Move directly down from the entrance to the bottom of the screen. There, collect and equip the Genji gloves. Now move to the right and search for a hidden passage that leads through the block to the Genji shield. Head to the exit in the bottom right corner.

### B2F

Get the Genji armor on the left and the Genji helm on the right. As you cross the narrow bridge to the north, you'll encounter the first of three Behemoths. These are incredibly tough monsters that somewhat resemble minor bosses in strength. Unlike Behemoths you will encounter later, you cannot run from the three found in Cave Bahamut.





## B3F

Two more Behemoths are encountered along the narrow path that leads to Bahamut's throne. You would be well advised to use the Exit spell after the last Behemoth fight to leave Cave Bahamut. Rest in the Lunar Whale and save your game before returning, because Bahamut is incredibly tough.

## BEHEMOTHS

Three Behemoths are encountered in Cave Bahamut before reaching the end. The first is met on the narrow path at the northern end of B2F, near the exit to B3F. Two more are fought as you cross the narrow path leading to Bahamut's throne on B3F. Battles with these Behemoths are like mini-boss fights: you cannot escape them. Behemoths are highly resistant to most summon magic, but the Mist Dragon and Leviatan are both extremely effective against them. Avoid casting spells such as Meteor or Holy, however, because Behemoths will counterattack with a Storm spell that leaves all your characters with less than 10 HP. Start the battle by having Edge cast Image on himself, while Rosa casts Blink on the rest of the party. Afterward, have the men attack physically. Rydia summon the Mist Dragon or Leviatan, and Rosa heal the party as needed.



## BOSS: BAHAMUT

HP: 45,001 EXP: 35,000 Gil: 0 ATK: 174 DEF: 1 Weak Vs.: None

Be sure to bring along all of your MoonVeils and StarVeils. As you might have read at the Library in the Land of Summons, there is a trick to defeating Bahamut easily.

If you defeated Leviatan prior to visiting Bahamut, there will be different dialogue: Rydia cannot learn Bahamut until she has learned Leviatan. When Bahamut does challenge the party to battle, have each character use a MoonVeil or StarVeil, and have Rosa cast Wall. Bahamut counts down from five to zero, then launches MegaFire. Characters who aren't protected by Wall, a StarVeil, or MoonVeil will be killed instantly, but those who are protected will reflect Bahamut's attack. If more than one character reflects the attack, Bahamut will do 9999 HP damage to himself each time he attacks. Meanwhile, resurrect the dead and cast Wall on them. Be sure to cast Wall every four rounds or so, in case the spell wears off. Attack Bahamut with weapons and magic when you can, to help speed the battle to its conclusion. After Bahamut nukes himself a few times, the battle is won and Rydia becomes able to summon Bahamut!

GIANT OF BABIL  
BESTIARY

| NAME     | HP    | ATK | DEF | NOTES                                | WEAK VS. | GIL  | EXP   |
|----------|-------|-----|-----|--------------------------------------|----------|------|-------|
| Beamer   | 3000  | 88  | 4   | Small beam cannon.                   | Bolt     | 890  | 3199  |
| Horseman | 3500  | 126 | 5   | Agile enemy with high attack power.  | Bolt     | 1220 | 9699  |
| Last Arm | 3580  | 128 | 5   | Uses Magner and Fission.             | None     | 338  | 8703  |
| MacGiant | 10000 | 128 | 4   | Combat robot.                        | None     | 1500 | 31000 |
| Machine  | 4900  | 118 | 3   | Mechanized soldier.                  | Bolt     | 985  | 7999  |
| Mech D.  | 18000 | 138 | 4   | Detonates when HP is very low.       | None     | 2550 | 41400 |
| Searcher | 5500  | 138 | 4   | Alerts other monsters if you attack. | Bolt     | 900  | 15004 |

## Items Found

Shuriken  
HiPotion  
Ether1  
Alert  
Yoichi (arrows)  
(x10)  
SomaDrop  
Ag Apple  
Elixir

## SUGGESTED LEVELS

| CECIL  | ROSA |
|--------|------|
| 56     | 55   |
| RYDIA  | EDGE |
| 53     | 50   |
| FUSOYA |      |
| 51     |      |

Upon the party's return home in the Lunar Whale, the Giant of Babil emerges from the Tower of Babil and begins destroying the planet. Allies of the party engage the Giant in combat, which stops it momentarily. The heroes must travel through the Giant of Babil and destroy its CPU to deactivate it.

## Searchers

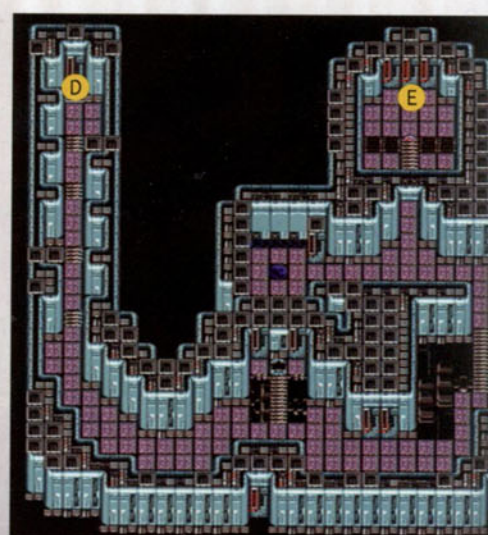
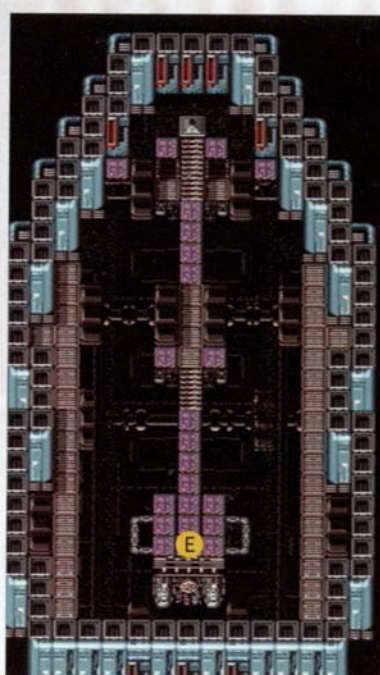
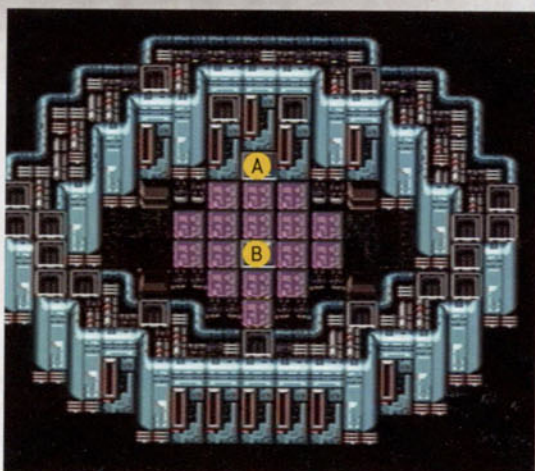
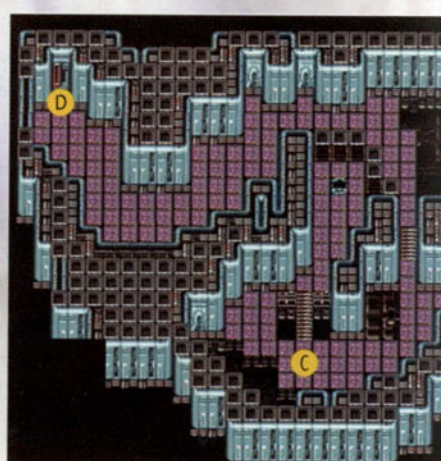
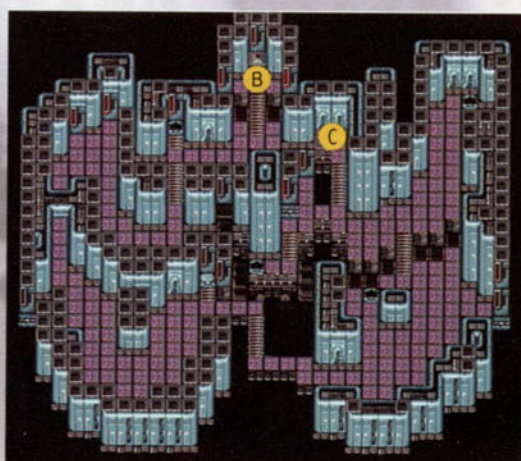
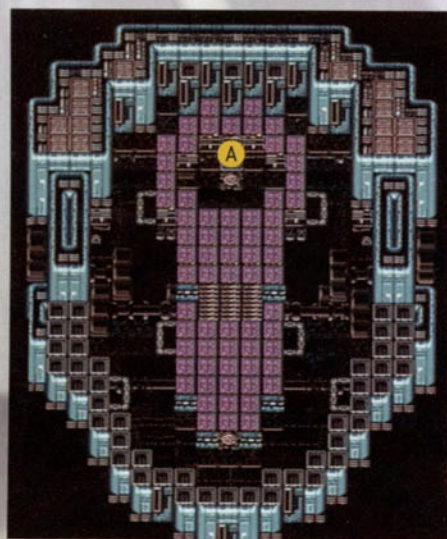
When a Searcher is encountered, have all your characters Parry until Rydia or FuSoYa can cook up a Bolt3 spell. Edge's Blitz attack won't be effective enough. You have to destroy the Searcher with one attack, or it immediately summons other robots.

## Navigation

Use the maps to move downward from the Head through the Neck, Chest, Stomach, and Passage to the base point. Be sure to save your game, because the Four Fiends have returned to give you more grief, all at once!







## BOSS: FOUR FIENDS

**HP:** 28,000 each **EXP:** 62,500 **Gil:** 10,000 **ATK:** same as prev. **DEF:** same as prev. **Weak Vs.:** same as previous

Each elemental demon has the same weakness as before, but different circumstances apply. Rydia's black magic spells will be much more effective than her summon magic. Cast Fire3 against Milon Z. to do maximum damage. Cast Ice3 against Rubicant, and cast Bolt3 against Cagnazzo and Valvalis. This time around, Rubicant will never close his cloak, so you need not worry that Ice spells might heal him. On the other hand, Valvalis will never come out of her tornado wrap, so her attacks will be fierce. Many Cure4 spells are required to survive.

Following the onslaught, be sure to return to the last save point. Use a Cabin and save your game before descending to the Core of the Giant.

| #Fire3   |   |
|----------|---|
| Elements | Rosa 2086/2792<br>Rydia 1772/2096<br>Cec il 3011/3011<br>FuSoYa 1992/1992<br>Edge 2041/2041 |

| #Ice3    |   |
|----------|---|
| Elements | Rosa 2086/2792<br>Rydia 1801/2096<br>Cec il 3251/3011<br>FuSoYa 1724/1992<br>Edge 1057/2041 |

| #Bolt3   |   |
|----------|---|
| Elements | Rosa 2086/2792<br>Rydia 1276/2096<br>Cec il 1793/3011<br>FuSoYa 1494/1992<br>Edge 1906/2041 |

| #Gore    |   |
|----------|---|
| Elements | Rosa 1631/2792<br>Rydia 1896/2096<br>Cec il 1575/3011<br>FuSoYa 1992/1992<br>Edge 2041/2041 |





## BOSS: CPU, ATTACKER, DEFENDER

|          |            |             |             |          |        |                |
|----------|------------|-------------|-------------|----------|--------|----------------|
| CPU      | HP: 30.000 | EXP: 50.000 | Gil: 10.333 | ATK: 174 | DEF: 4 | Weak Vs.: None |
| ATTACKER | HP: 3000   | EXP: 50.000 | Gil: 10.333 | ATK: 116 | DEF: 5 | Weak Vs.: None |
| DEFENDER | HP: 3000   | EXP: 50.000 | Gil: 10.333 | ATK: 116 | DEF: 5 | Weak Vs.: None |

The Defender orb restores 3000 HP to the CPU every round, while the Attacker orb fires Maser for about 250-500 HP damage to each party member. Meanwhile, the CPU casts Wall to defend itself against magic.

Now comes the tricky part. If the two smaller orbs are both destroyed, the CPU will use its Globe199 to instantly KO two characters in one round! To avoid this, kill only the Defender orb to prevent it from healing the CPU. Keep the Attacker orb alive for now since Cure3 can easily repair the damage of its Maser attack.

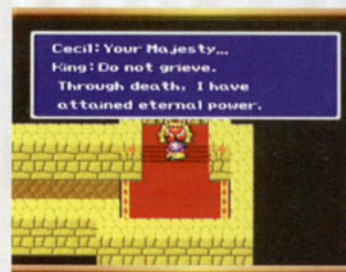
While Rosa and FuSoYa keep the party healthy, have the others attack the CPU physically. Once the CPU is gone, blowing away the Attacker orb should be no problem.



## Auxiliary Firepower

Kain rejoins the party aboard the Lunar Whale, and FuSoYa leaves to battle Zeromus. If you gave Kokkol the Adamant earlier, then the sword **Excalibur** will now be ready. Return to Kokkol's smithy in the Underworld to obtain it. With Excalibur, you should now be ready to defeat Odin, so that Rydia can summon the divine warrior.

To face Odin, return to Castle Baron and descend to B1F in the east tower of the castle. The ghost of the former king appears, and tells you to return here after visiting the Land of Summons. If you've already been to the Land of Summons, the challenge of Odin will begin. If not, head there now and defeat Asura and Leviatan. Then return to Castle Baron and speak to the ghost again to fight Odin.



## BOSS: ODIN

|            |             |        |          |        |                |
|------------|-------------|--------|----------|--------|----------------|
| HP: 20.001 | EXP: 18.000 | Gil: 0 | ATK: 116 | DEF: 5 | Weak Vs.: Bolt |
|------------|-------------|--------|----------|--------|----------------|

After Odin finishes three standard attacks, he will raise his sword arm and unleash his full power to KO the entire party. Therefore, you must defeat him quickly. Have Rydia use Bolt3 and Edge use Blitz. Rosa should attack with Bolt arrows. Combined with Cecil's attacks with Excalibur and Kain's Jump attack, you just might be able to conquer Odin before suffering defeat.



## THE FINAL BATTLE

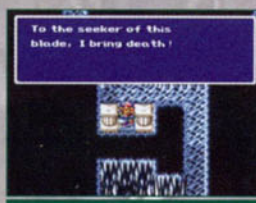
## MAIN OBJECTIVES:



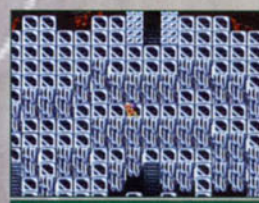
Return to the moon in the Lunar Whale.



Step on the portal to the Lunar Subterrane.



Fight powerful treasure monsters.



Descend into the crystal world at the moon's core.



Defeat Zeromus to save the world.



## LUNAR SUBTERRANE

## BESTIARY

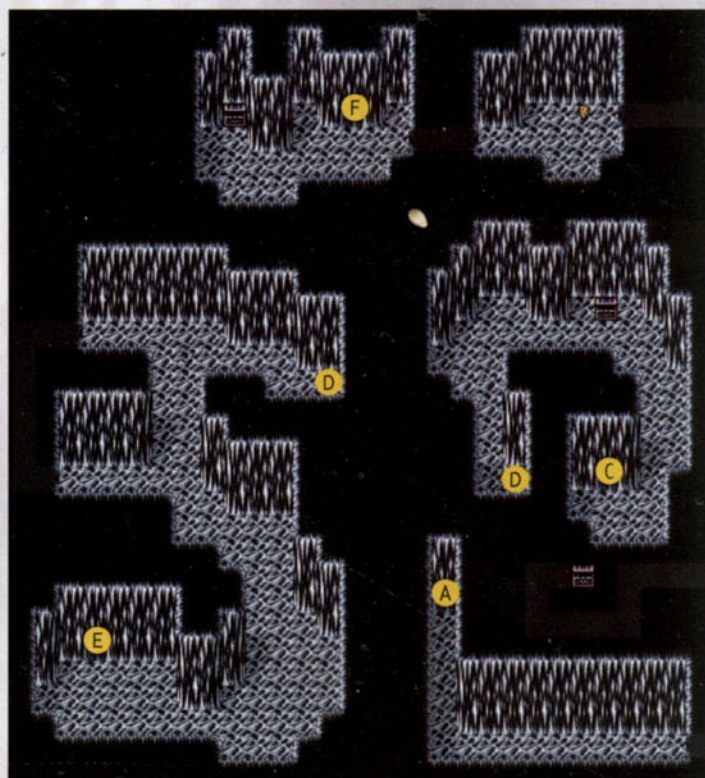
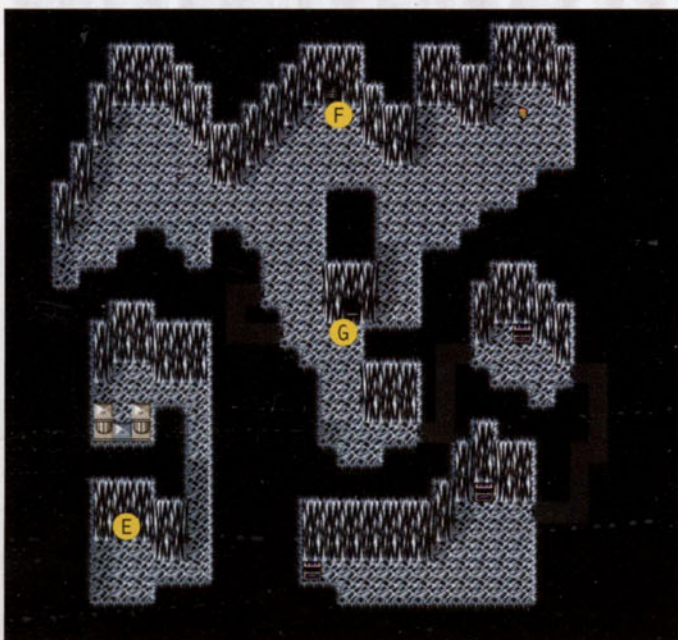
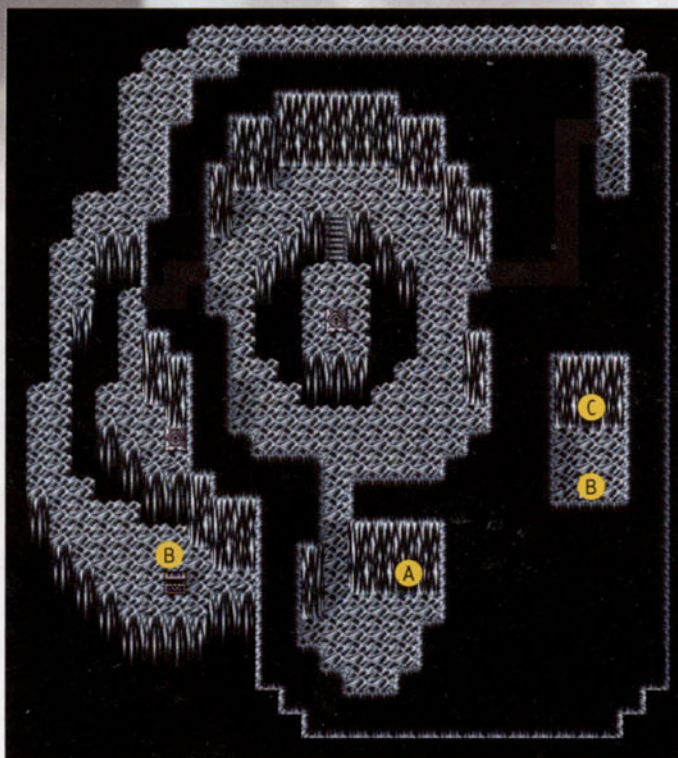
| NAME      | HP    | ATK | DEF | NOTES                              | WEAK VS.   | GIL   | EXP   |
|-----------|-------|-----|-----|------------------------------------|------------|-------|-------|
| Blue D.   | 15000 | 144 | 4   | Uses Blizzard attack.              | None       | 40200 | 36000 |
| Breath    | 40000 | 154 | 0   | Uses special attack Blast.         | None       | 50000 | 60000 |
| D. Fossil | 12000 | 132 | 4   | Uses bolt and paralysis attacks.   | Holy, Fire | 8100  | 15000 |
| EvilMask  | 37000 | 128 | 4   | Casts Wall to reflect your spells. | None       | 65000 | 50000 |
| King-Ryu  | 8200  | 128 | 54  | Uses Blitz and Entangle attacks.   | None       | 23000 | 30000 |
| Mind      | 20000 | 130 | 254 | Casts Charm to confuse opponents.  | None       | 50000 | 65000 |
| PinkPuff  | 20000 | 154 | 5   | Uses Song attack, causes Berserk.  | None       | 55555 | 10000 |
| Red D.    | 15000 | 162 | 4   | Uses special attack Heat Ray.      | Ice        | 65000 | 41500 |
| Tricker   | 12000 | 174 | 3   | Casts Scan on itself repeatedly.   | Bolt       | 10700 | 20000 |
| Veteran   | 25000 | 144 | 5   | Casts Doom to KO your party.       | Projec     | 65200 | 33333 |

## SUGGESTED LEVELS

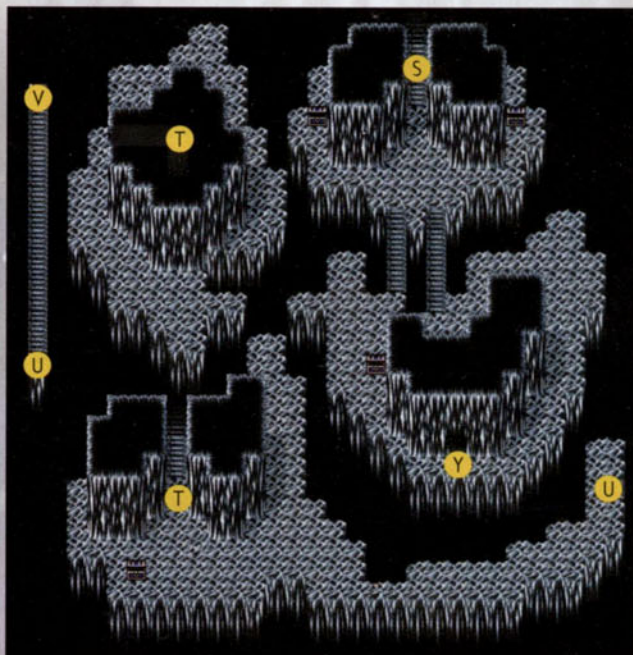
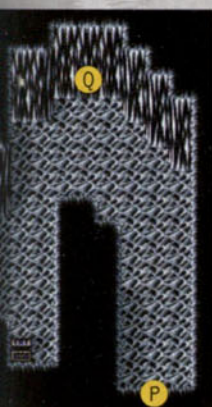
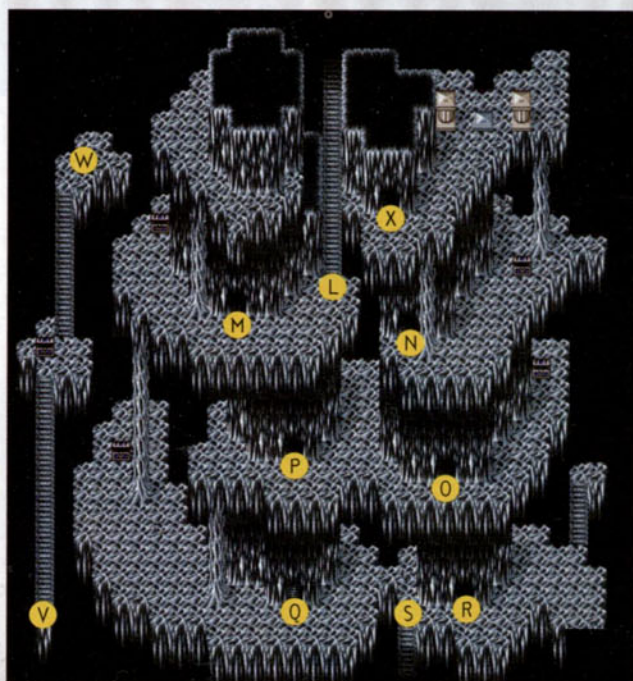
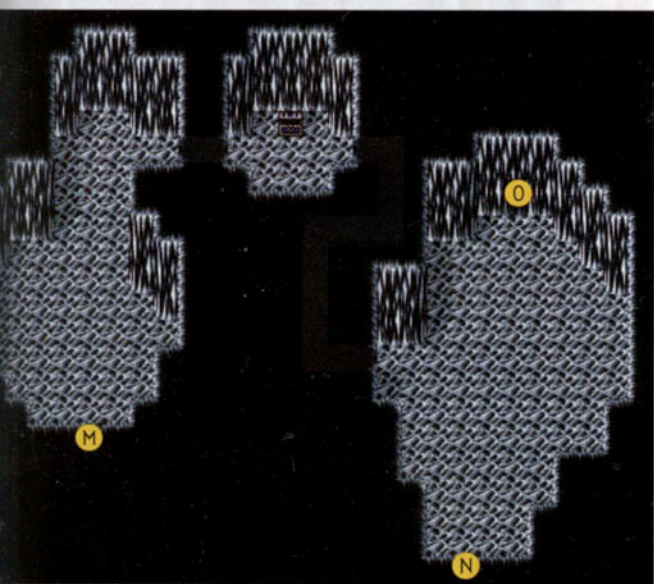
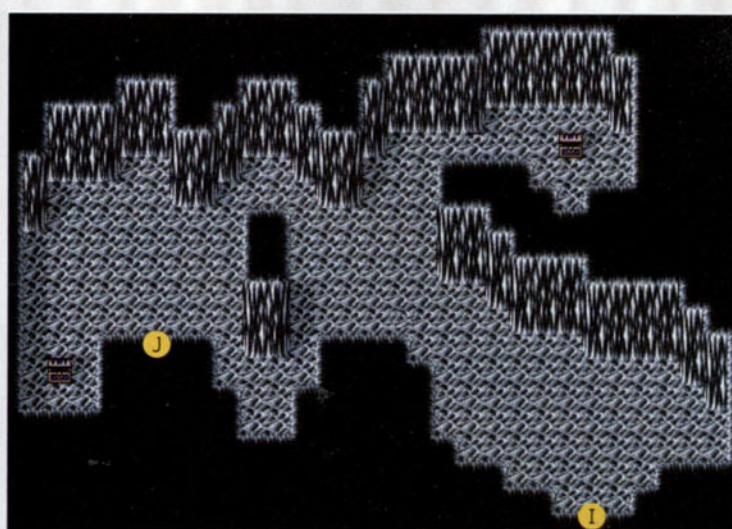
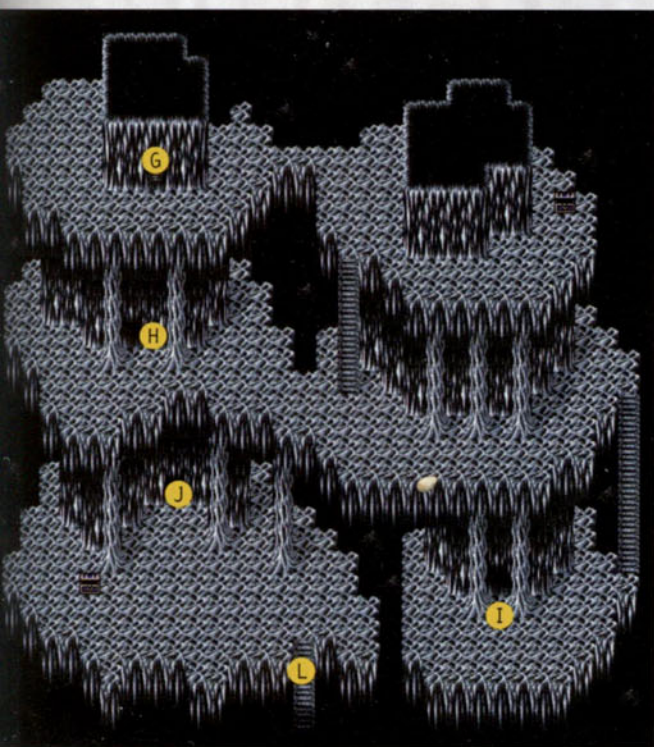
| CECIL  | ROSA |
|--------|------|
| 57     | 56   |
| RYDIA  | EDGE |
| 55     | 52   |
| FUSOYA |      |
| 58     |      |

## Items Found

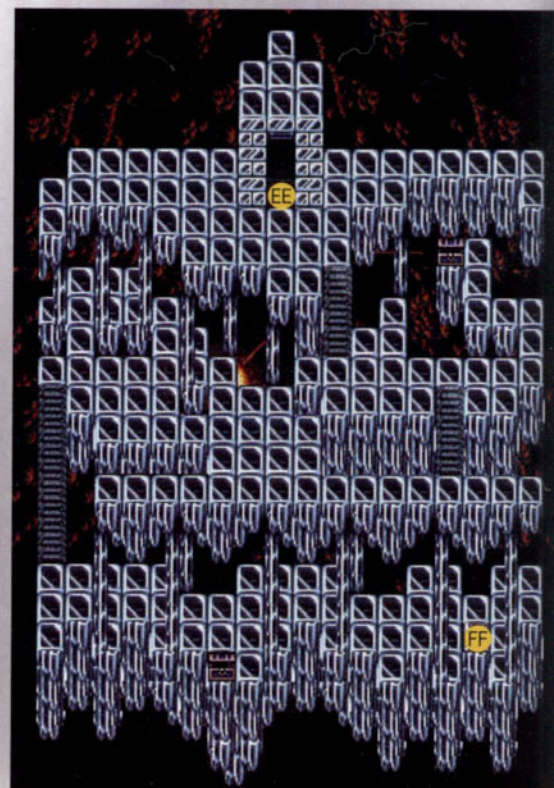
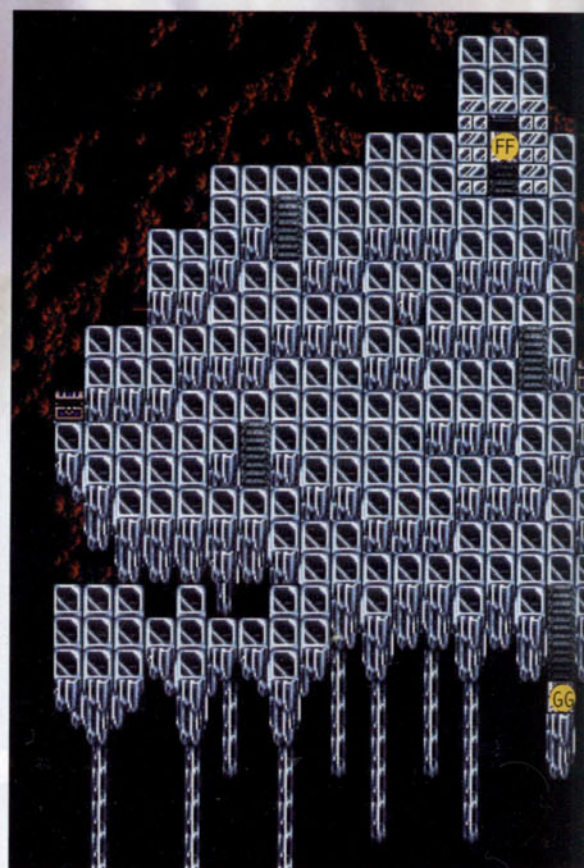
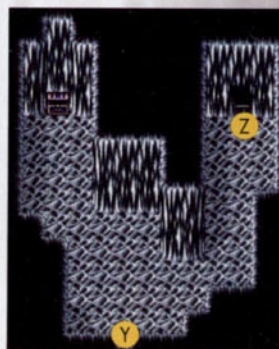
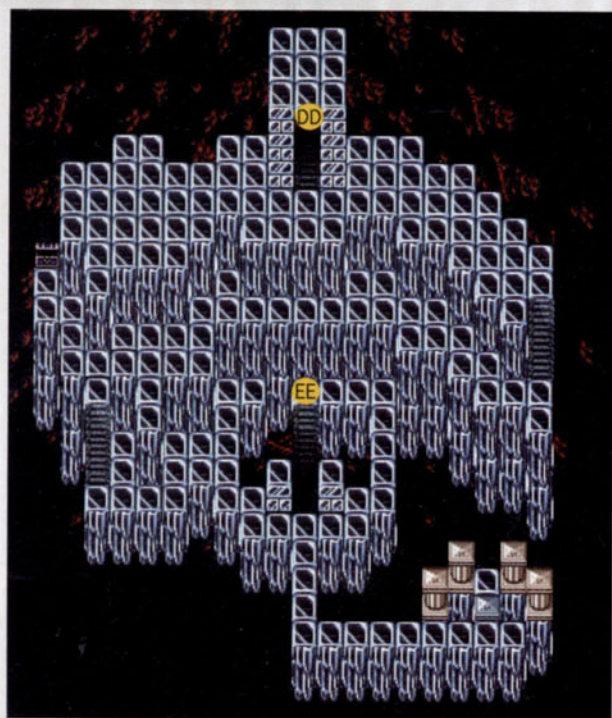
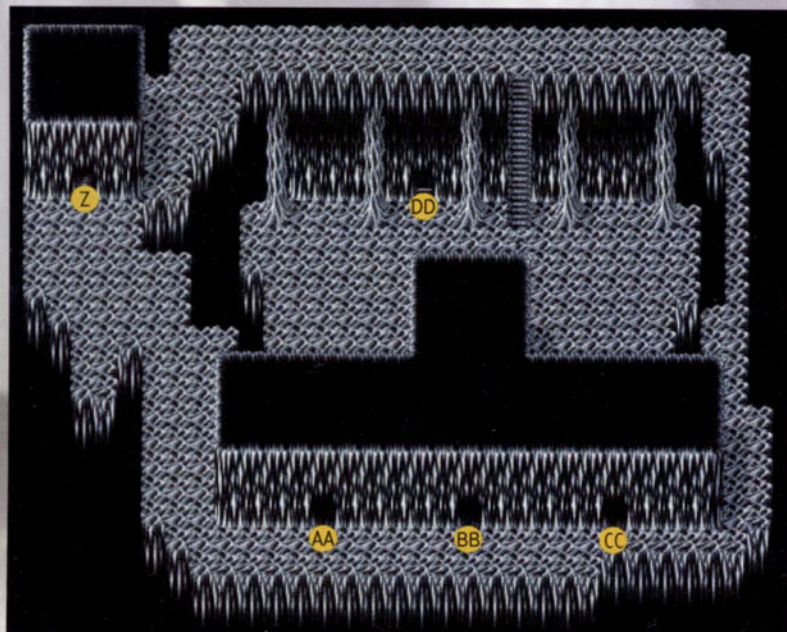
Ninja (clothes)  
 Sage (staff)  
 Murasame  
 FireLash  
 Dragon (shield)  
 Dragon (helm)  
 Dragon (armor)  
 Dragon (gauntlets)  
 Artemis (arrows) (2x10)  
 Elixir (2)  
 Blizzard  
 XPotion  
 Stardust (rod)  
 Crystal (shield)  
 Protect (ring) (2)  
 Crystal (armor)  
 Crystal (gauntlets)  
 White (robe)  
 Crystal (helm)  
 Fuma (4)  
 Cabin  
 Minerva (plate)  
 Inferno  
 Ribbon (2)  
 HolyLnce  
 Au Apple  
 Ragnarok  
 Masamune  
 Whistle  
 Crystal



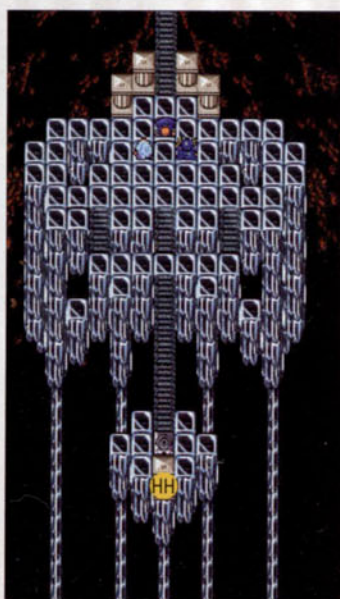
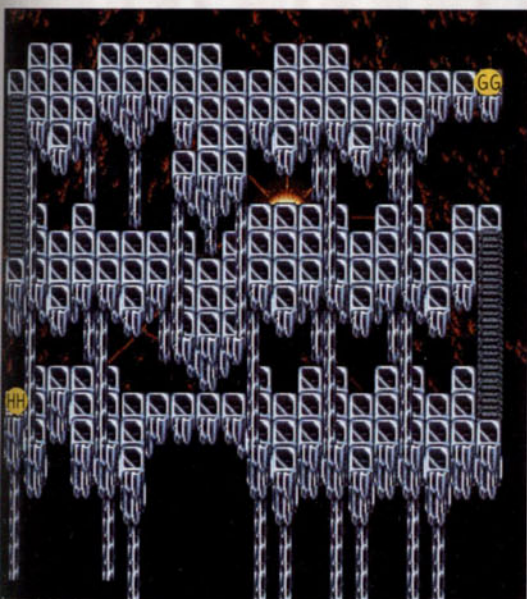












FuSoYa left the party to battle Zeromus, and you must follow to ensure that the universe is protected from the evil Lunarian. Along the way, several treasures marked on the maps are guarded by monsters. Proceeding further into the Lunar Subterrane, the enemies become increasingly difficult. However, the rewards and the EXP gained also increase by amazing amounts. You should be at the "suggested levels" listed before entering the core. Each character should gain about ten levels within the Lunar Subterrane to be ready for the final boss.

Several item markers on the maps are surrounded by white columns. Where there are pillars, there also exist extremely tough, special treasure monsters. The rewards for defeating these special enemies are the ultimate weapons. Consider them boss monsters. After defeating each one, you should cast an Exit spell to leave the Lunar Subterrane and recharge in the Crystal Palace on the surface. Then return and plunge further into the depths. Use the maps to navigate the hidden passages and collect all the great loot, and follow the boss strategies to eliminate the treasure monsters. Finally, Zemus beckons.

### BOSS: WHITE DRAGON

HP: 32,700 EXP: 55,000 Gil: 0 ATK: 156 DEF: 5 Weak Vs.: None

The White Dragon can be challenged on level B3F, near the white pillars on the lower left side. Cast Float on the entire party before engaging the dragon in battle, so that its GaiaRage spell will be ineffective. Rosa should counter Slow spells with Haste. Avoid Bolt magic, as the White Dragon absorbs it. Rydia should summon Bahamut or cast Flare, while the other party members attack normally. Rosa should prepare a Cure4 spell every round, even if the party doesn't seem to need it. The White Dragon can take the entire party down to less than 10 HP with its Storm attack. The prize for defeating the White Dragon is Edge's **Murasame**.

| SoloFage |           |
|----------|-----------|
|          |           |
| White D. |           |
| Kain     | 585/3978  |
| Rosa     | 2960/2960 |
| Cecil    | 2617/4033 |
| Rydia    | 2237/2239 |
| Edge     | 2436/2706 |

| Storm    |           |
|----------|-----------|
|          |           |
| White D. |           |
| Kain     | 3895/3978 |
| Rosa     | 1393/2960 |
| Cecil    | 0/4033    |
| Rydia    | 1762/2239 |
| Edge     | 1627/2706 |

### BOSS: WYVERN

HP: 60,000 EXP: 64,000 Gil: 0 ATK: 160 DEF: 5 Weak Vs.: None

On level B6F of the Lunar Subterrane, navigate through the hidden passage on the left to the bottom of the area. The teleport pad on the far right side moves the party to the stairwell on the left. Ascend until you reach a room with a save point. Beyond it, at the very top of level B5F, is the sacred ground where the Wyvern resides.

Although it's possibly one of the fiercest treasure monsters on the moon, keep in mind that the Wyvern is merely a super-version of Bahamut, and you can use the same strategy to defeat it!

Before you get a turn, it will mostly likely kill one or more of your characters with its MegaFire attack. Immediately have Rosa cast Cure4 on the survivors, and have each character use a StarVeil or MoonVeil. Then have Rosa resurrect fallen comrades with Life2, and the others use StarVeils or MoonVeils on those comrades once they're back in action. If the Wyvern casts Wall on itself, reflect Rydia's black magic spells off one of your party members to strike the monster. Also, have Rydia summon Bahamut, while everyone helps finish the Wyvern with their regular attacks.

The reward for defeating the Wyvern is Cecil's **Ragnarok**, the most powerful of holy swords. Equip it and watch his attack power skyrocket!

| MegaFire |           |
|----------|-----------|
|          |           |
| Wyvern   |           |
| Kain     | 4410/4410 |
| Rosa     | 3329/3329 |
| Cecil    | 4496/4496 |
| Rydia    | 2604/2604 |
| Edge     | 3130/3130 |

| MegaFire |           |
|----------|-----------|
|          |           |
| Wyvern   |           |
| Kain     | 75/4410   |
| Rosa     | 3329/3329 |
| Cecil    | 4496/4496 |
| Rydia    | 458/2604  |
| Edge     | 0/3130    |



## BOSS: PLAGUE

HP: 33,333

EXP: 31,108

Gil: 550

ATK: 146

DEF: 5

Weak Vs.: Projec

The lair of the Plague stands on level B7F, right next to the save point. Be sure to at least record a Memo save before attempting this. The Plague starts the battle by casting Doom on the entire party at once, initiating a countdown. Have Rosa fire Artemis arrows while Kain attacks or Jumps with a spear, in order to exploit the creature's weakness against projectiles. Rosa's Holy spell is also very effective against the Plague. Meanwhile, have Rydia summon Bahamut as many times as possible before the countdown reaches zero. Edge should throw something powerful.

If it looks like you can't defeat the Plague before the initial countdown reaches zero, KO one of your party members and then revive him or her when the countdown has reached 4 or so. Whenever a KO'd party member is revived, the Plague will cast Doom on the party again, thus resetting the countdown on all surviving targets. If the additional time still isn't enough, repeat the process. Use Life or the spell Life1 to resurrect one character with just enough HP that he or she can be easily KO'd again if necessary.

The prize for eliminating the Plague is Kain's **HolyLnce**.



## BOSS: LUNASAURS

HP: 23,000 ea.

EXP: 29,500 ea.

Gil: 0

ATK: 144

DEF: 4

Weak Vs.: None

The two **Ribbons** are protected by the Lunasaurs on level B7F, next door to the lair of the Plague. When the Lunasaurs cast Wall to protect themselves, have Rydia and Rosa reflect Fire and Holy spells off one of your party members to strike the monsters. Meanwhile Rosa should prepare to cast Cure4 often, since the Lunasaurs have a few tricks up their sleeves. By the time one of the Lunasaurs is gone, the Wall spell will probably have worn off the other one. Have Rosa cast Slow on the remaining monster, so that dead characters can be resurrected and the rest of the battle gets a little easier. Thus, most of the burden lies on Rosa, while the other characters attack normally. Afterward, you may gather the Ribbons. Return to the save point and save your game before moving onward.



## BOSS: OGOPOGO

HP: 50,000

EXP: 61,000

Gil: 0

ATK: 150

DEF: 4

Weak Vs.: None

The white pillars on level B8F in the moon's crystal core mark the place where the characters will obtain Edge's Masamune. But just as the heroes start to walk away with the treasure, Ogopogo attacks.

This super-version of Leviatan is quite a bit tougher than the Wyvern, since the reflective strategy does not apply. Have Rydia summon Bahamut each turn, while Rosa desperately tries to keep everyone else alive. Edge should throw any expendable weapons from your inventory. If everyone seems to be staying alive between the double Big Wave assaults, then have Rosa cast Holy to bring the battle to a swift conclusion. Then you may truly claim and equip Edge's **Masamune**.



## Super Villains

As if the monsters in the Lunar Subterrane weren't difficult enough, the encounters in the crystalline lunar core border on nightmarish. A frequently encountered monster named EvilMask casts Wall on itself or the party. This makes magic use extremely difficult, especially casting Cure spells on your fellow fighters. Just allow characters to be killed, which nullifies the Wall spell. Then have Rosa cast Life2 on the fallen member. Summon Bahamut and use regular attacks to defeat EvilMasks.



Behemoths are frequently encountered on the lower levels of the core. Just fire away and destroy them as quickly as possible. You'll also encounter triple Red Dragons. The other dragons can't fit onscreen, so they will appear one after another. Use Edge's Flood spell and target Rydia's Ice3 spell at multiple opponents to make the job easier.

## Mind and Breath

Level B11F proves most challenging, since it is dominated entirely by semi-boss monsters called Mind and Breath. These are the astral projections of Zemus, and they are quite intimidating.



Against the orange-colored Breath monster, you have about ten rounds in which to destroy it before it launches its massive Blast attack, which levels the entire party to below 10 HP. Until then, it will continually Scan your party members and nothing else. Pound it with your regular attacks. Summoning and casting magic against Breath is a waste.

If you encounter the purplish Mind enemy, escape, cast Exit, or use Edge's Smoke skill to get away. The Mind is capable of casting Charm to confuse the entire party at once, and what happens next isn't funny. The Breath monster is more rewarding to kill anyhow, so don't waste your time on the Mind.



## Battle of the Lunarians

On level B12F of the lunar core, the party will witness a battle where Golbez and FuSoYa defeat Zemus quite easily. But the villain is not to be outdone yet. In its new spectral form, Zeromus absorbs magic and spits it right back at the duo, wiping the floor with them. The party will be KO'd as well, but your friends back home send you their energy to help you defeat the evil.

## ZEROMUS

The final battle is now at hand. This confrontation is quick-paced and dangerous, so be on your toes. Here are some tips to help you finish the game in style so that you can view the much-deserved ending.

Your party should be at the following levels in order to defeat Zeromus successfully. If not, expect to be wiped out in three or fewer rounds. The characters need all the speed and agility they can muster. For an even simpler battle, make your characters gain another ten levels each.

| SUGGESTED LEVELS |      |
|------------------|------|
| CECIL            | ROSA |
| 67               | 66   |
| RYDIA            | EDGE |
| 64               | 64   |
| FUSOYA           |      |
| 68               |      |

## The Dark Matter

Cecil must use the Crystal to make Zeromus reveal its true form, so that it can be vulnerable to attack. Know in advance that Zeromus's true form uses an attack called Big Bang, which damages all of your party by 2000 HP. That's a lot of damage to recover from. There is a way to dampen the effect of the Big Bang. Before using the Crystal on Zeromus, have Edge steal the **DkMatter** item from the creature. With this item in your inventory, the Big Bang's poison-like aftereffects won't be as harmful. Just have all the characters Parry, and when it's Edge's turn try to steal. However, snagging the DkMatter can be a time-consuming process, especially if Edge's character level is low. You will probably find it worthwhile, though, so just be patient.

## Each Desperate Turn

Whether or not you've stolen the DkMatter, have Rosa cast Shell on the entire party, then wait until Cecil's next turn and use the Crystal on Zeromus. After it transforms, Rydia should summon Bahamut or cast Flare and Rosa should prepare a Cure4 spell even if Zeromus hasn't performed Big Bang yet. Since you certainly won't need them after this battle, have Edge throw any high-powered weapons not currently equipped, such as Excalibur, the Defense sword, or the Holy Lance. Any of these will easily take down 9999 HP.

Zeromus is mostly a counterattacking beast, meaning that it doesn't attack until you do, and its barrage will eventually taper off if you stop attacking. So if half your party is decimated and needs to be revived, stop attacking! Zeromus may attack once or twice more, but eventually you will get some time to restore fallen characters. Also, whenever Zeromus casts Black Hole to remove your protective magic, recast Shell or armor.

## QUEST COMPLETE

That should just about do it for Zeromus. You've just completed one of the hardest RPGs ever made. If you get killed the first time, don't stress out because **I got creamed too!** Maybe you should level up your characters some more in the Lunar Subterrane, or perhaps you should try a little harder to steal that DkMatter. Either way, don't shut your machine off because a brand new CG plays before the credits, and it's really awesome. So now what? Use your last save to go back and try harder to gain rare items, or to encounter a PinkPuff. More details follow in the secrets chapter...



# GAME SECRETS



This section is full of extras, cheats, and side quests to engage in while playing *Final Fantasy IV*. These include events that occur outside of the story, and monsters that yield nice treasures.

## RARE ITEMS IN THE WORLD AND LUNAR SUBTERRANE

Each time you win a random battle against one of these monsters, there is a slim chance that you will win an item. There is an *even slimmer* chance that the item will be one of these rare treasures.

| RARE ITEM | ITEM DESCRIPTION   | MONSTER(S)                                      |
|-----------|--|---|
| Artemis   | The best bow.  | Kary  |
| Glass     | This helm prevents most status effects.                          | EvilMask  |
| Zeus      | Effective gloves against giant monsters. Prevents Mini.          | Skulls, RedBones                                |
| CrysRing  | Prevents Sleep, Paralyze, and Confuse.                           | Red D.  |
| PwrVest   | Raises Strength stat, but only provides average defense power.   | Behemoth  |
| Cursed    | This ring absorbs fire, bolt, and ice attacks, but lowers stats. | Spirit, Soul, Ghost, Hooligan, D.Bone, D.Fossil |
| Dragon    | Powerful dragoon spear.  | Blue D., Red D.                                 |
| PinkTail  | Trade this item for the Adamant armor at Adamant Grotto.         | PinkPuff  |
| Gorgon    | This sword can cause Gradual Petrify.                            | BlackLiz, Medusa, Gorgon                        |
| Serpent   | Rydia's whip. Effective against dragon-type monsters.            | Blue D.   |
| Lilith    | Absorbs the enemy's HP. Use this rod to cast Drain.              | Lilith  |
| Rune Axe  | Most powerful axe. Strong against magic users.                   | MacGiant, RedGiant                              |
| Silence   | This staff causes Silence. Also improves the Will stat.          | Marion, Sorcerer, Conjurer                      |
| Cocatrix  | Teaches Rydia how to summon Cocatrix.                            | Eagle, Cocatrix, Roc Baby                       |
| Imp       | Teaches Rydia how to summon Imp.                                 | Imp, Imp Cap, Dark Imp, Tricker                 |
| Bomb      | Teaches Rydia how to summon Bomb.                                | Bomb, GrayBomb, Balloon, Grenade                |
| Mage      | Teaches Rydia how to summon Mage.                                | Mage  |



## DEVELOPERS' ROOM

There is a Developers' Room inside the Dwarven Castle, where you will run into some of the staff like Mr. Sakaguchi and Mr. Uematsu. To get there, go to the Rally-ho Pub. The pub entrance is hidden between the Weapon and Armor Shops on the second floor. Inside the pub, there is a secret passage that starts from the bottom right wall. Go through the wall and to the Developers' Room.



## THE SYLPH SUMMON AND THE KNIFE

While in the Underworld, head to the Sylvan Cave located near the Tower of Babil. Use the maps in the Sylvan Cave section of the Walkthrough to work your way to the bottom of the cave. Inside a small house, Yang rests in bed. Attempt to talk to Yang and the Sylphs. Later, speak to Yang's wife in Fabul. She gives you the **Pan**. Take the Pan back to Yang in the Sylvan Cave and use it on him. Talk to the Sylphs to acquire the **Sylph** summon. Go back to Fabul and talk to Yang's wife again to receive the **Knife**. Note that you must visit the Sylvan Cave before going to the moon in order to get the Knife.

If you don't want to bother going back and forth between the Underworld and the surface, there's another way to acquire the Sylph summon; however, you won't get the Knife. Simply go to the Sylvan Cave after the Giant of Babil sequence and speak to the Sylphs. Yang won't be there, but the Sylphs will still teach Rydia how to summon them.



## EXCALIBUR

Collect the Rat Tail from the land of Summons. Then head to Mythril Village with the hovercraft. Looked to the Enterprise. Now follow the shallows southeast to the cave. This is Adamant Grotto. Once inside, walk straight ahead and talk to the character in blue. Hand him the Rat Tail and he

will reward you with a piece of **Adamant**. Now go back to the Underworld and head south to Kokkol's Smithy. Go upstairs and hand Kokkol the piece of Adamant you received, and he will make you the **Excalibur** sword. You must travel to the moon before the sword will be ready.



## THE ADAMANT ARMOR

There is a single room on B5 of the Lunar Subterrane, right before descending to B6, wherein the party can find the Inferno item. Here, you have a very slim chance of encountering a creature called a PinkPuff. Use the Alert item to try to call PinkPuffs immediately. After defeating them, you might receive the PinkTail if you are lucky; this item is very difficult to obtain. Take the PinkTail to the tail collector in Adamant Grotto to receive the **Adamant** armor.

## ITEM DUPLICATION TRICK

Follow these steps exactly to duplicate any weapon or shield. These items can then be sold for massive amounts of money, or Edge can throw them at enemies to cause great damage! This is a great way to counteract the high prices of items in the shops.

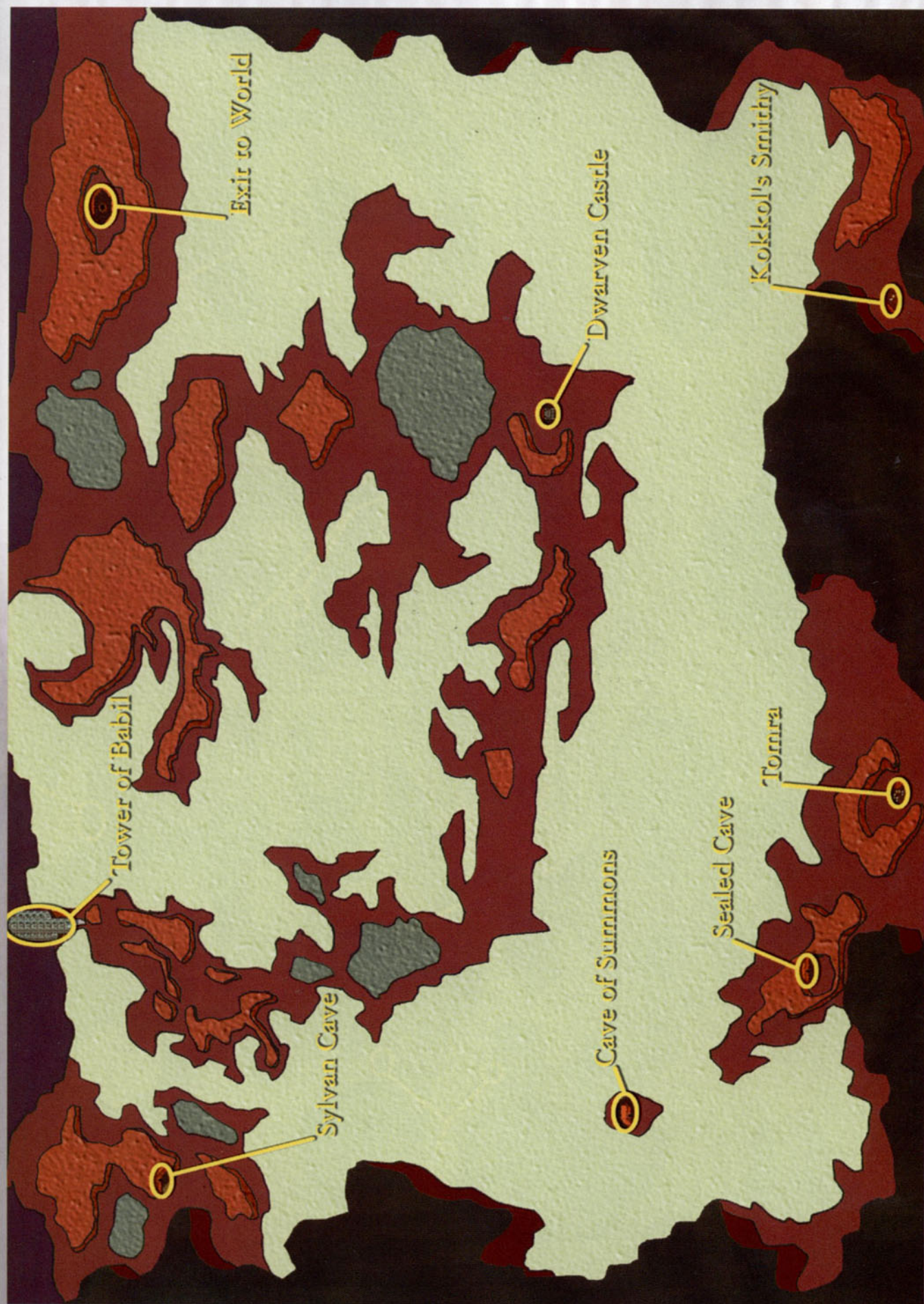
1. Equip Cecil with the Ancient sword, which can be sold for 9500 Gil. (There are other weapons that sell for even more.) Then engage in a random battle in an area where the enemies aren't too tough.
2. When it's Cecil's turn, choose the Item command. Select an empty space in the inventory **first**, and **then** remove the Ancient sword from Cecil's right hand.
3. Finish the battle and open the menu. Equip Cecil with the Ancient sword. Only this time, it shows that there are two Ancient swords in his hand.
4. To separate the swords, remove the two Ancient swords from Cecil's hand again. Then equip it again right away. This time, only one Ancient sword will be equipped in his hand and the other will remain in the inventory.
5. Stack up as many Ancient swords as you like. When you reach 100 or so (one inventory slot can hold up to 99), you can trade them in for 950000 Gil! Now you're fully financed, and you can purchase whatever armor and items you need for the road ahead.



## WORLD









## MOON'S SURFACE

